PlayStation

NTSC U/C

PlayStation

DRAGON WARRIOR® VII

TEEN

T

CONTENT RATED BY ESRB

SLUS-01206/01346

ENIX

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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DRAGON WARRIOR VII

Contents

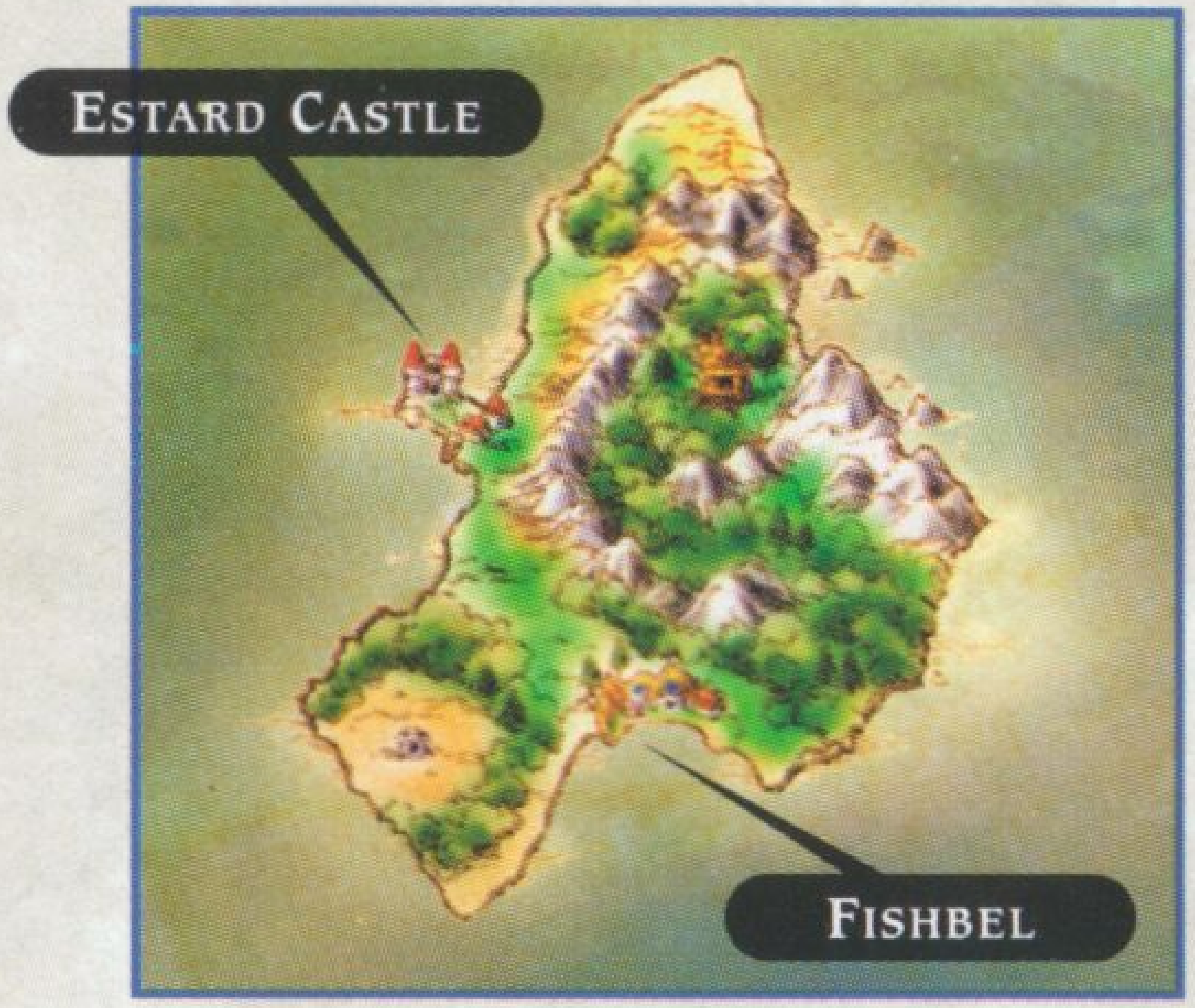
1 Story 2
2 Cast of Characters 4
3 Control 8
4 Before Setting Out 10
5 Beginning Your Adventure! 12
6 Castles and Towns 18
7 Basic Commands 20
8 Terrain and Transportation 26
9 Useful Items 28
10 Ancient Shards of Estard 32
11 Battle Commands 34
12 Spells and Skills 40
13 Classes and Changing Classes 44
14 Diversions from your Adventure 48
15 Tips on Effective Adventuring 50

1 STORY

You live on a small island surrounded on all sides by raging seas. It is the only island in the world — or at least, that's what its inhabitants think. In ages past, many a young hero set out across the waters in search of adventure and new lands, only to find leagues of empty ocean. In the end, the seafarers returned empty-handed. Could this tiny island really be all there is in the world?

You are the hero of this tale, an ordinary boy who has lived his whole life upon this tiny island.

C.G. ILLUSTRATION by Shintaro Majima


ESTARD CASTLE
FISHBEL

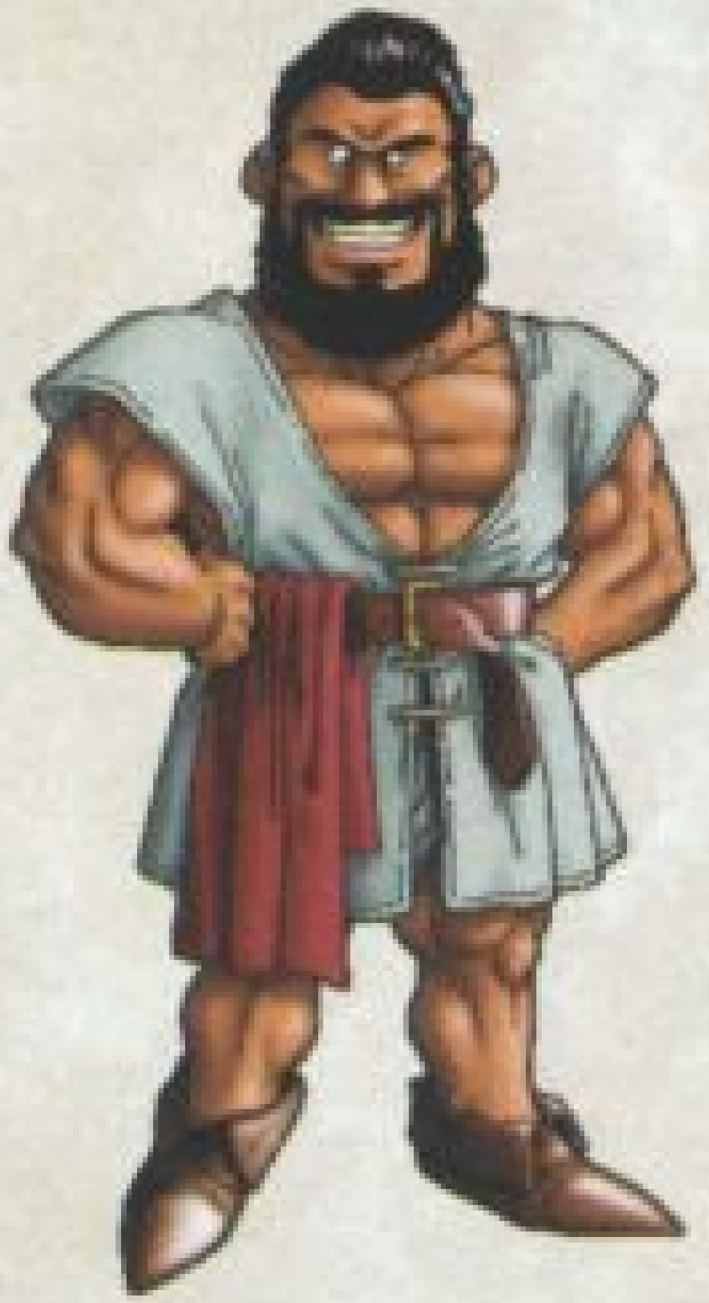
ESTARD ISLAND

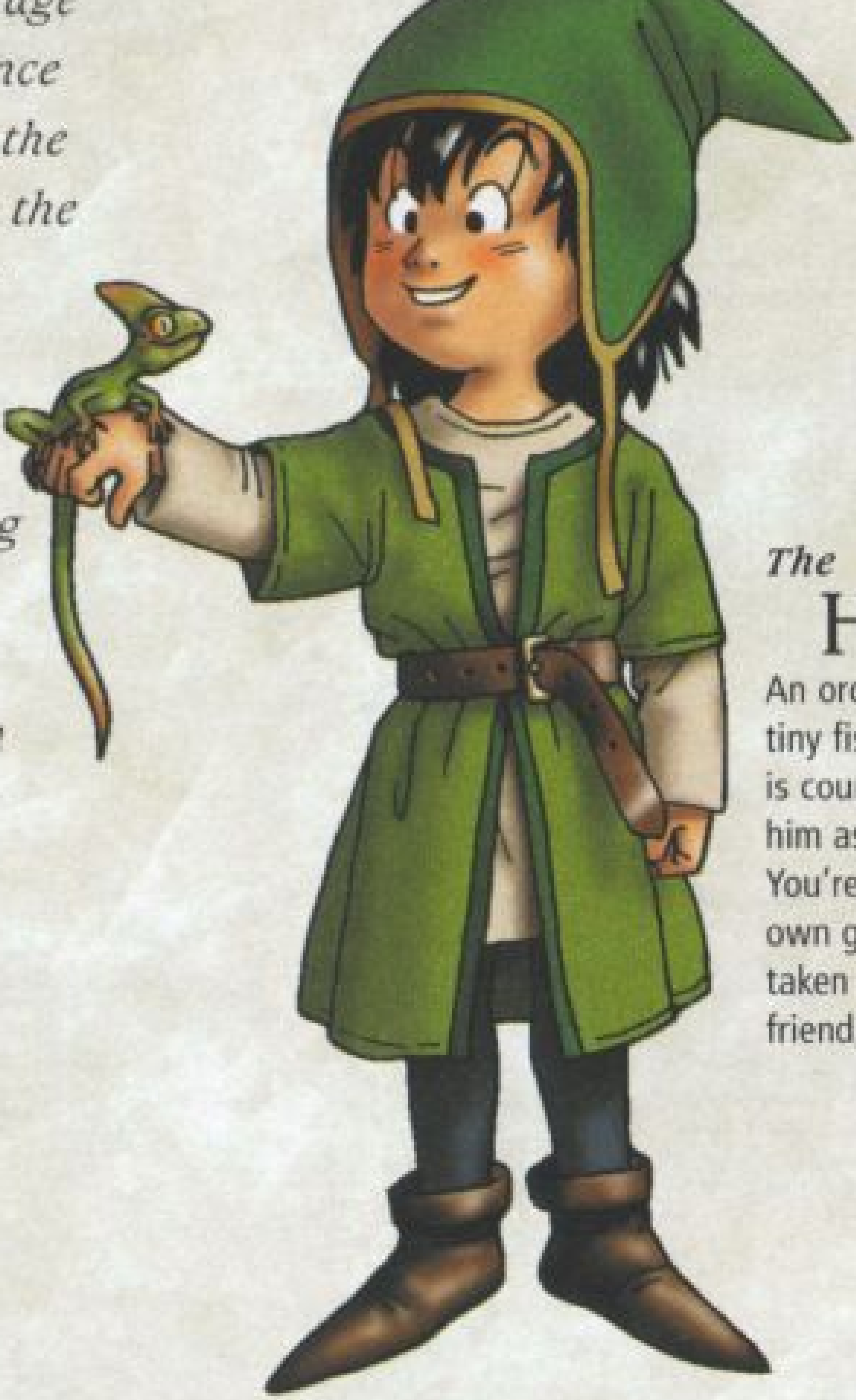
As the hero of the tale, you live in the southern port of Fishbel. To the west is the town of Estard. Above the town is the castle where Prince Kiefer lives.

2 CAST OF CHARACTERS

The people who live in your village of Fishbel, the Prince of Estard, and all the people who live in the neighboring castle town are your acquaintances.

As a vibrant young inhabitant of this peaceful island, you will end up on a marvelous quest that owes its beginnings to the curiosity of a few friends...





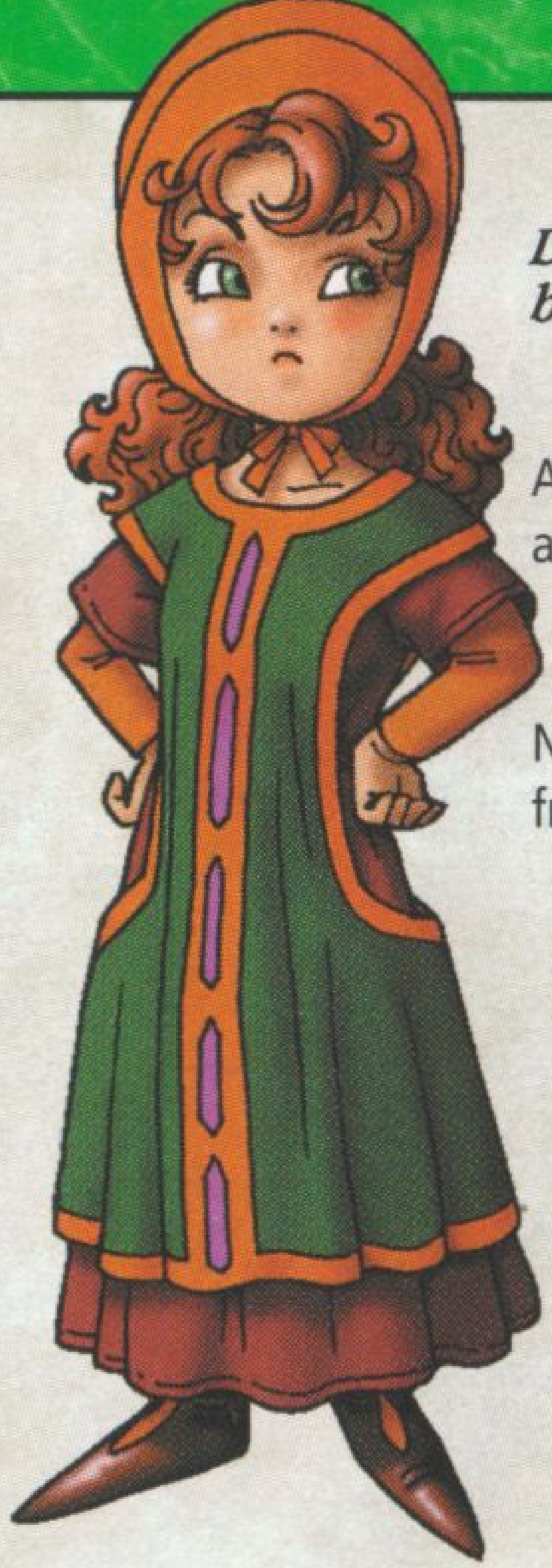
The HERO

An ordinary boy living in a tiny fishing village. Your father is counting on you to succeed him as a great fisherman. You're a bit too nice for your own good, and often get taken advantage of by your friend, Maribel.

Your Father

Borkano

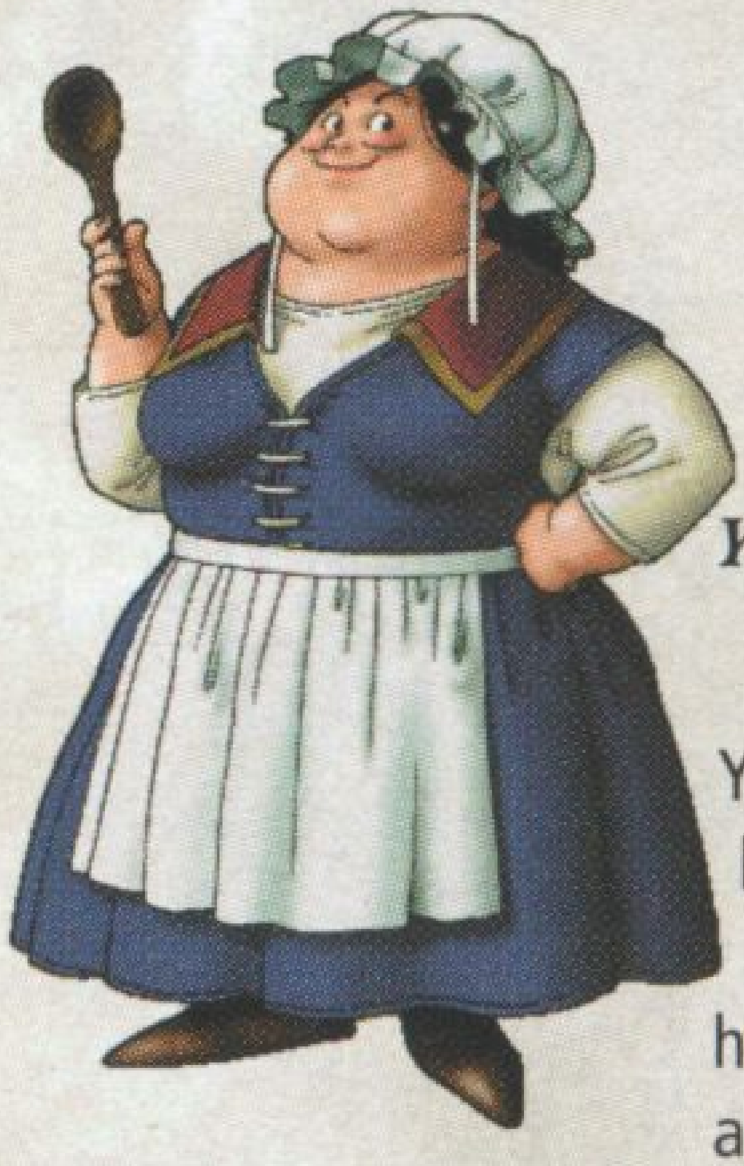
A highly regarded fisherman of Estard Island. When he leaves to fish, he's gone for days at a time, and your mother, Mollie, has to watch over things at home. He looks forward to having the chance to go fishing with you, but doesn't think you're ready yet.



Daughter of the boat owner of Fishbel

Maribel

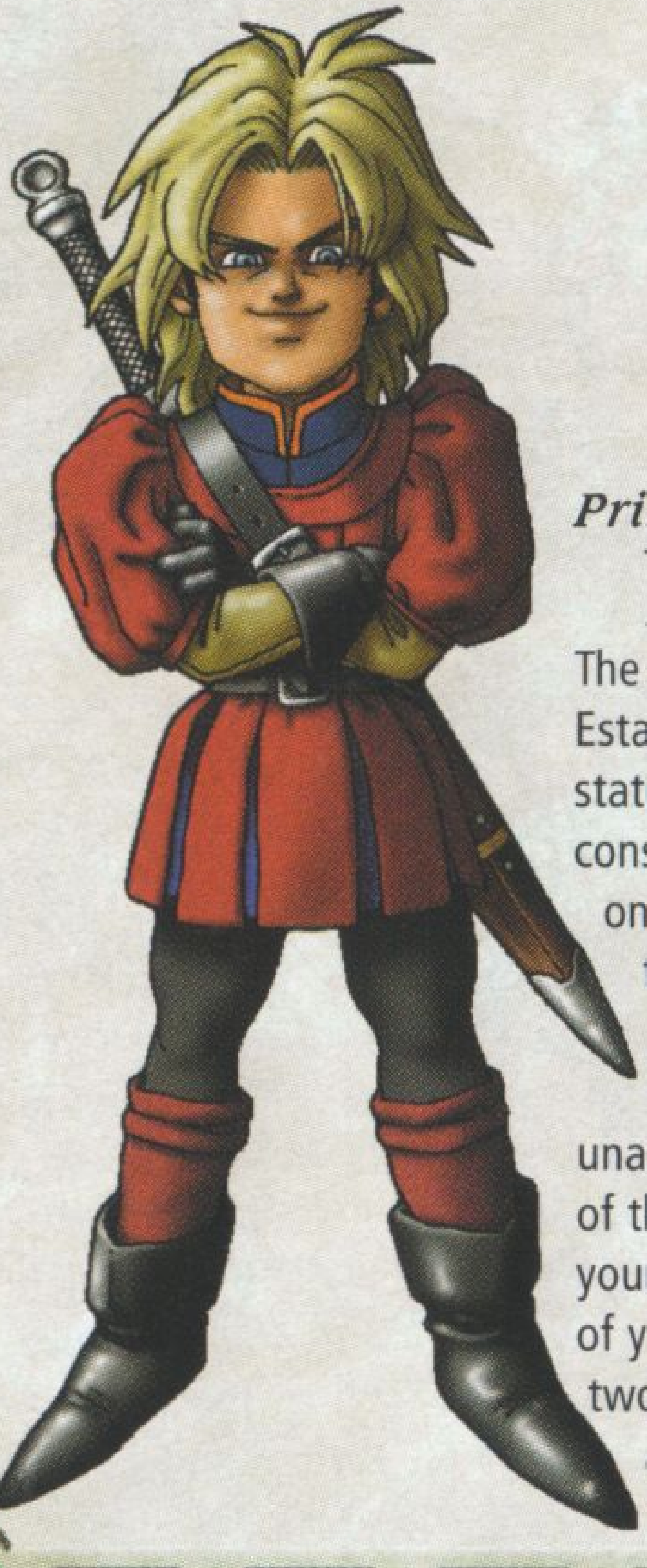
Amitt's only daughter. She has a tendency to be meddlesome and think the whole world revolves around her. Nonetheless, she's a faithful friend to you and to Kiefer.



Your Mother

Mollie

Your Mother protects the house when Borkano is away on fishing trips. While she hopes you'll someday become a strong-willed and brave man, she can't help but be concerned about your faintness of heart. She sometimes bothers you more than you'd like but it's just a sign of her affection for you.



Prince of Estard

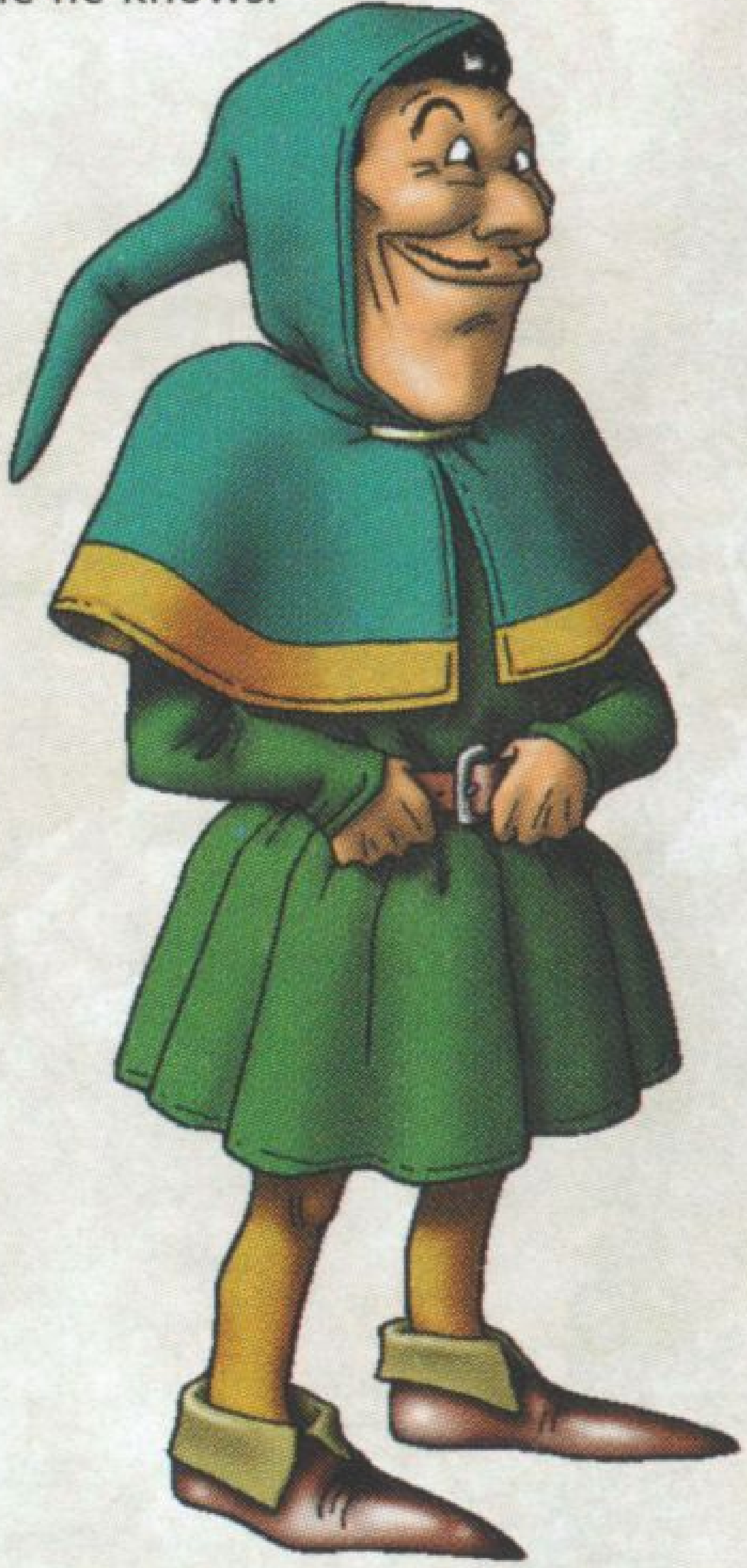
Kiefer

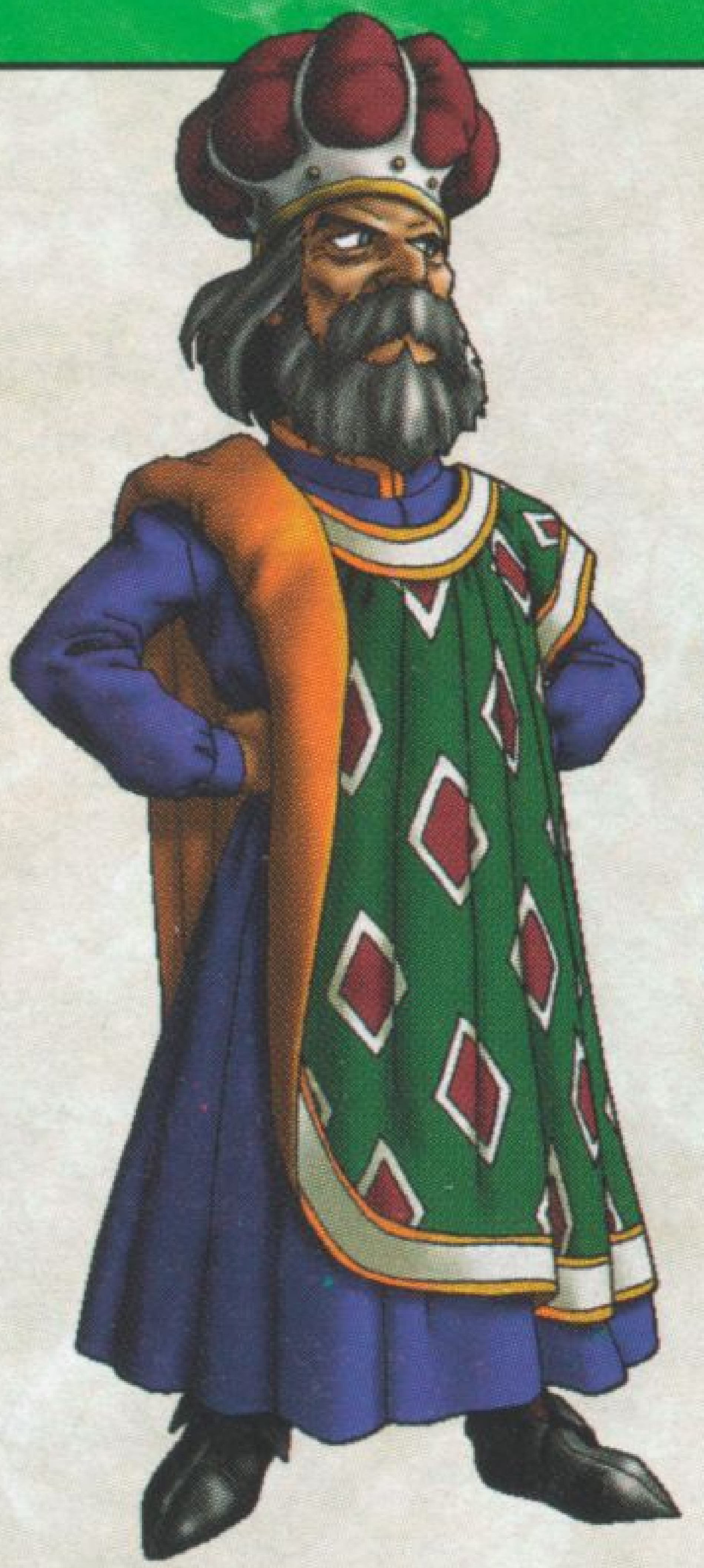
The heir to the throne of Estard. Caring little about his status as the next King, he's constantly talking of going on exciting travels, much to the dismay of his caretakers. His adventuresome spirit makes him unable to resist sneaking out of the castle, often to come to your house to play. He thinks of you as a brother, and the two of you have made many a fond memory together.

Your Uncle

HONDORA

Borkano's younger brother lives a dissolute life. He often visits your home, but usually it is to borrow gold. He seems unaware of how dubious his reputation is among the people he knows.





The King of Estard

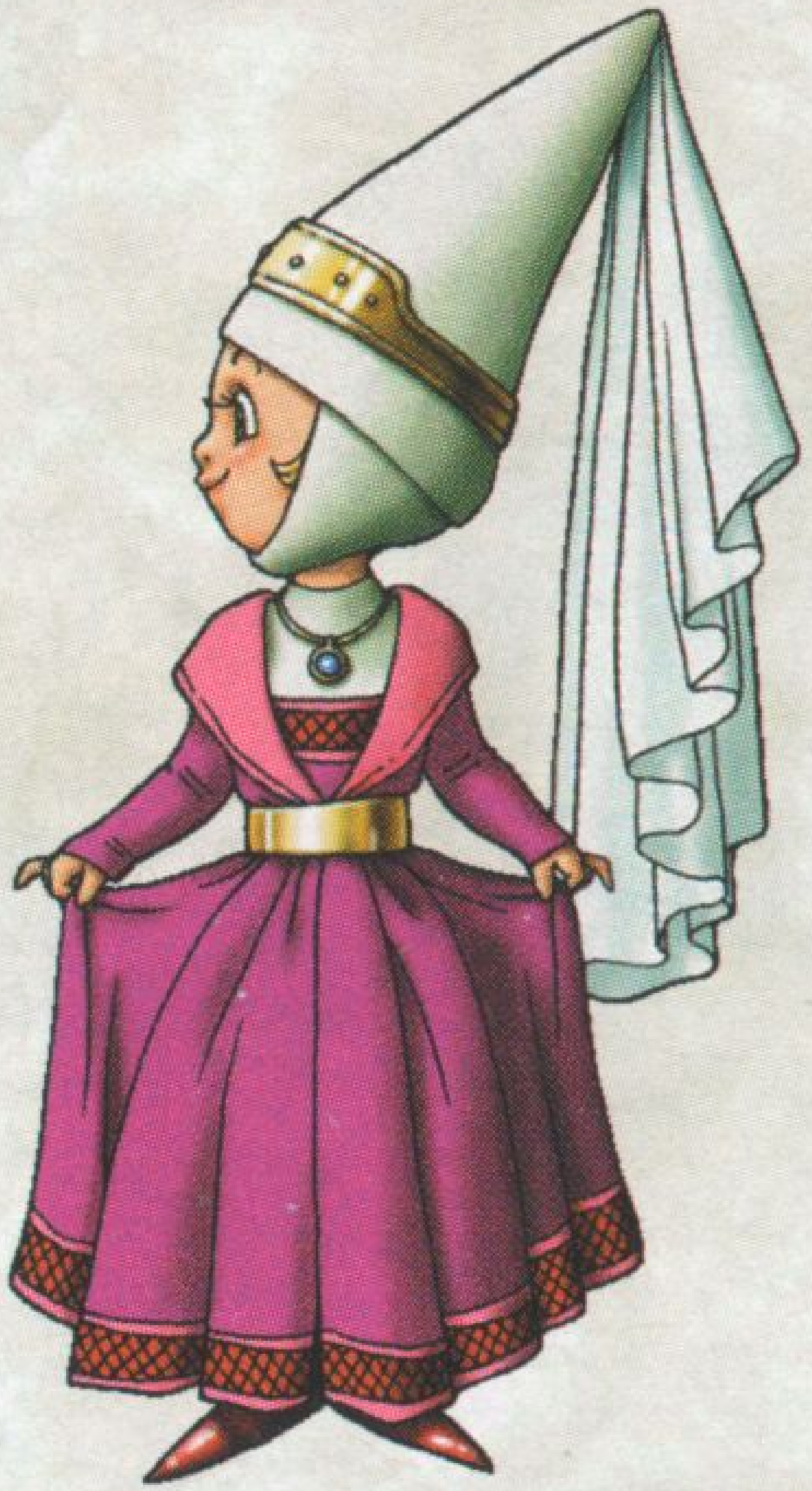
BURNS

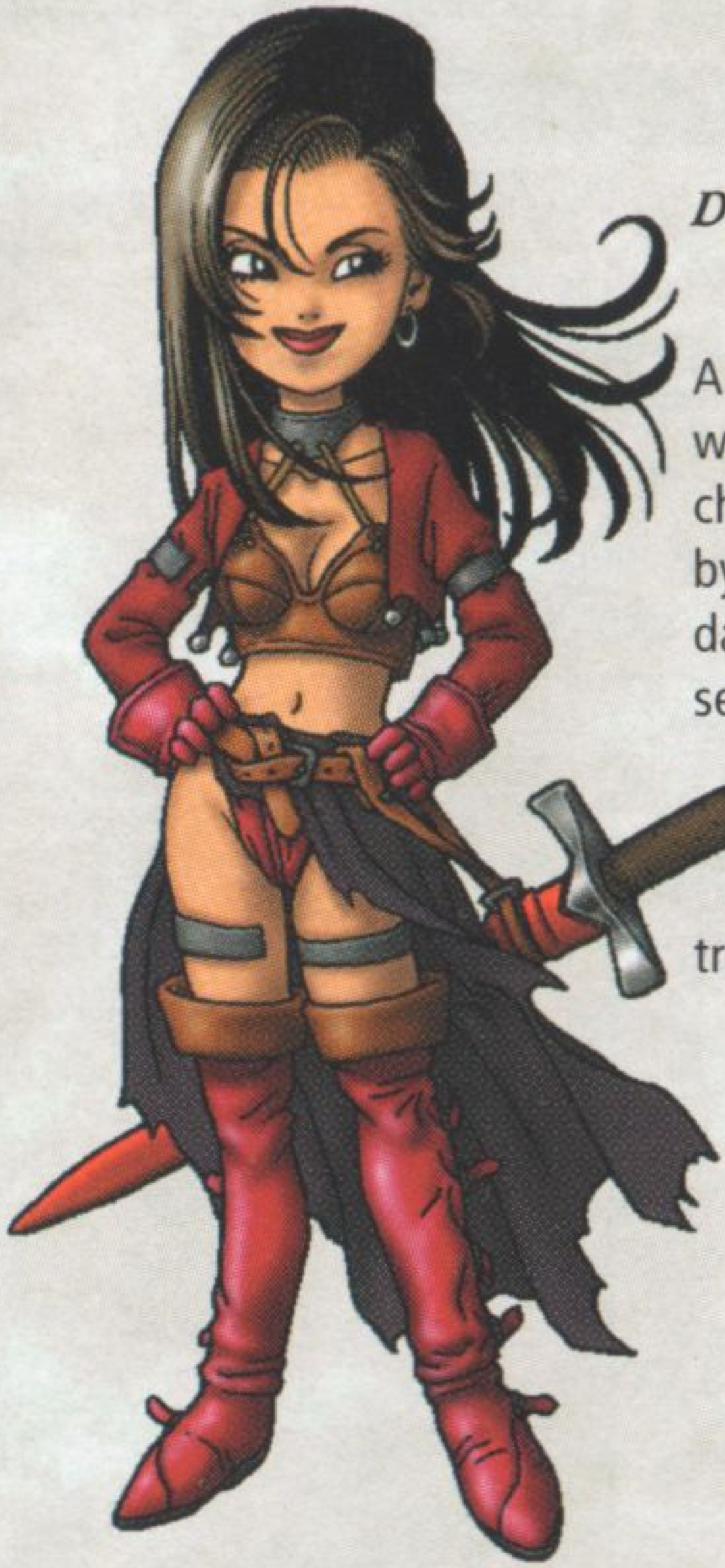
Burns is a wise ruler, fully trusted by the populace. His strong will helps him quickly overcome all difficulties, except, of course, the matter of Prince Kiefer, for which he can only throw up his hands.

The Princess of Estard

LEESA

She lost her mother at a young age, and her father had little time to take care of her while attending to his duties as the King of the land. Perhaps this is why she depends on her older brother Kiefer so much. She is very ladylike, enjoying birds and flowers. She can be found living comfortably in the castle.

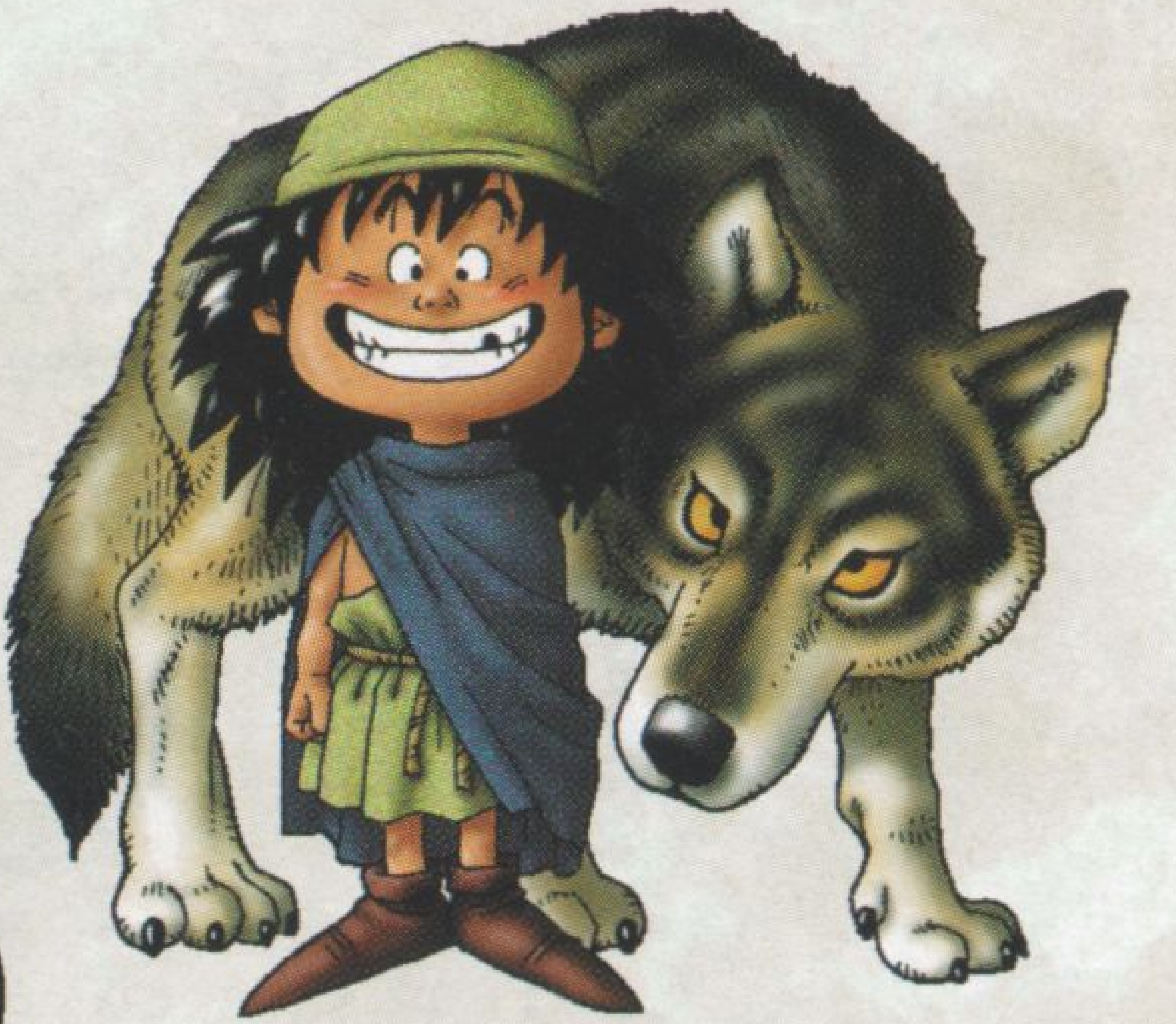




Dejan Dancer

AIRA

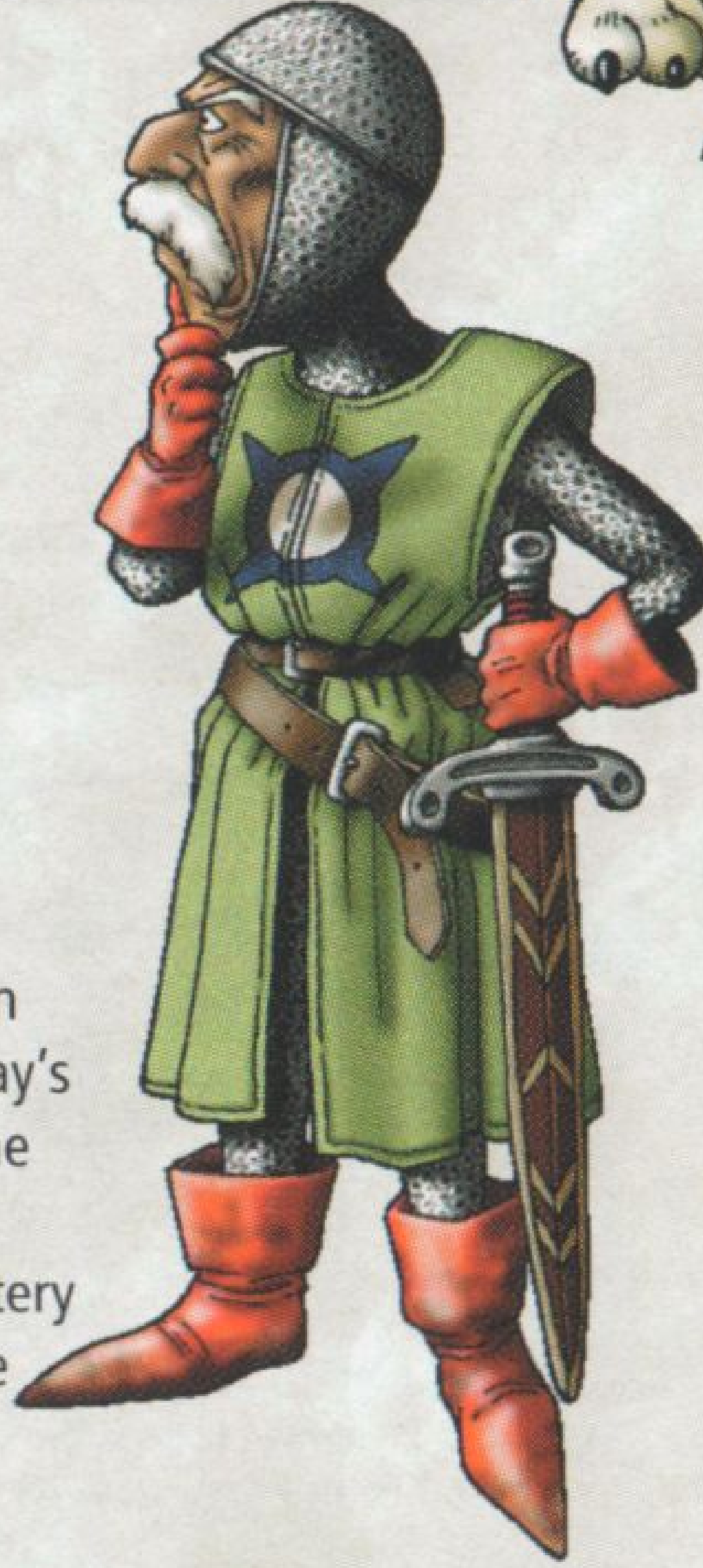
A fine sword fighter with incredible feminine charm to boot. Raised by the Deja Tribe, her dancing skills are second to none. But a sorrowful glint in her eyes suggests a troubled past.



Mysterious Boy

GABO

A boy raised in the wild, full of innocence and warmth. Despite his youth, he has incredible survival instincts, is lightning fast, and can run circles around the fiercest of monsters. Little is known about his background.



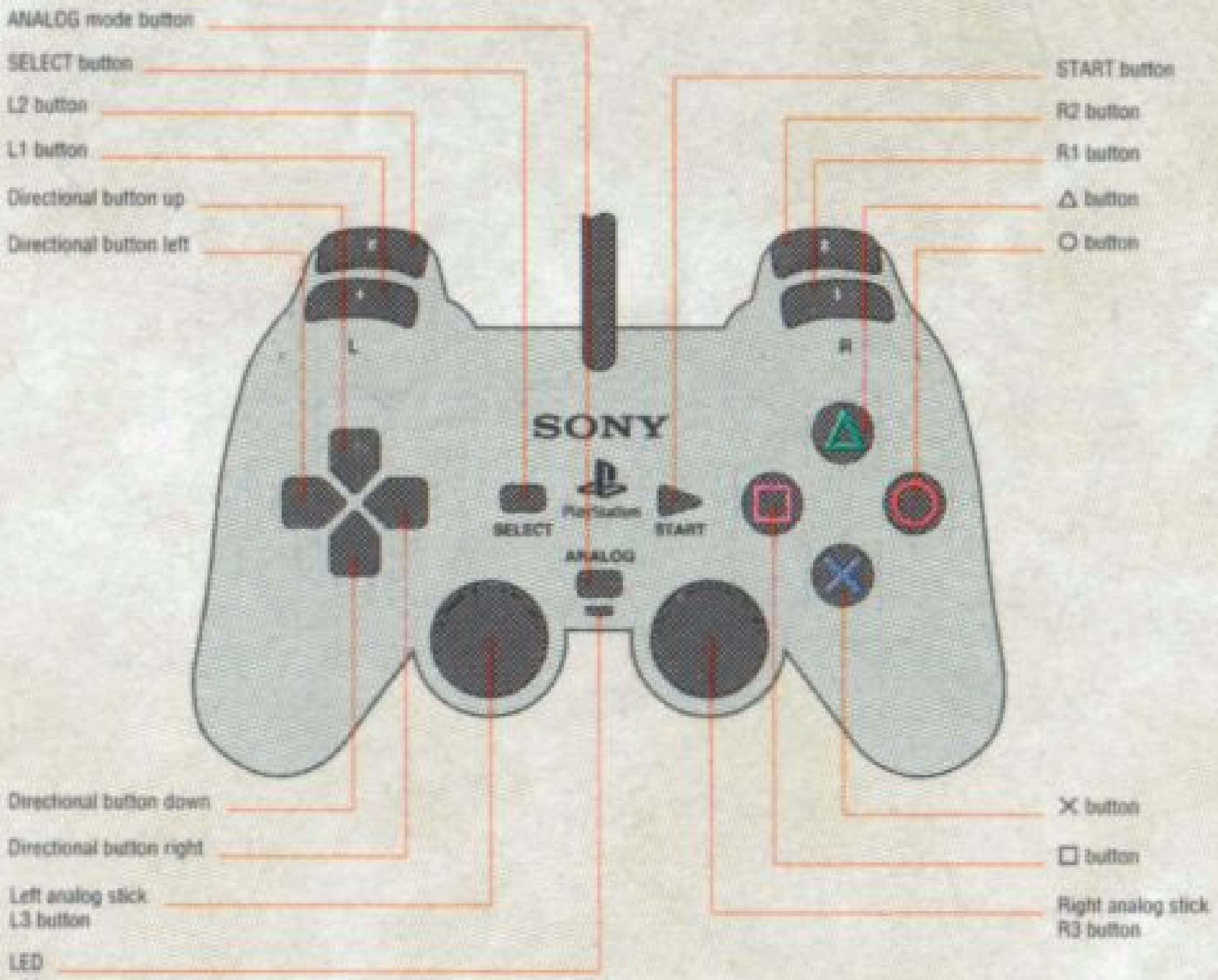
Mythic Hero

MELVIN

A warrior who fought alongside God in the age of the Demon Lord, when today's peace was still but a distant dream. The result of that battle, and Melvin's whereabouts thereafter, remain a mystery to this very day. He would surely prove a worthy traveling companion if you manage to make his acquaintance.

3 CONTROL

In order to best enjoy your quest, first learn how to control basic movement and how to enter commands.

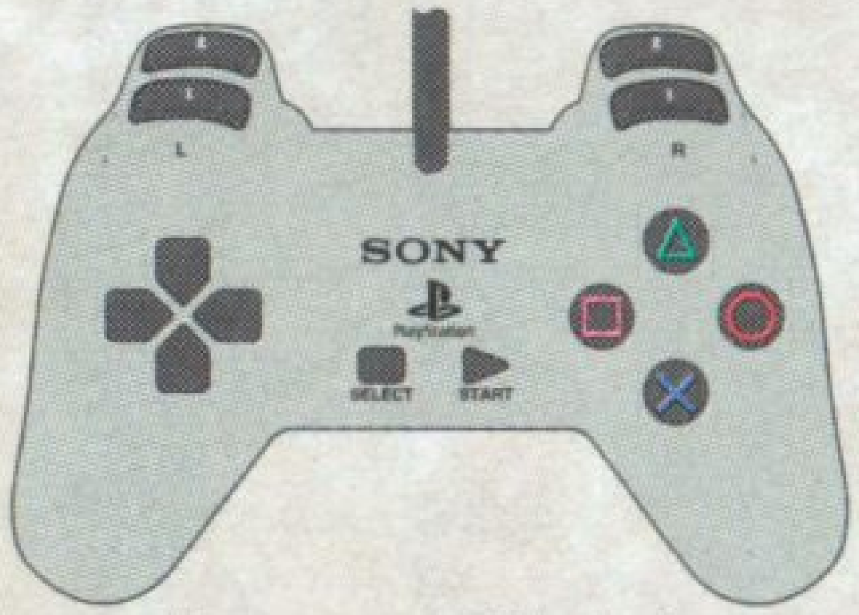

ANALOG mode button
SELECT button
L2 button
L1 button
Directional button up
Directional button left
START button
R2 button
R1 button
△ button
○ button
SONY
SELECT
PlayStation
START
ANALOG
L
R
Directional button down
Directional button right
Left analog stick
L3 button
LED
✕ button
□ button
Right analog stick
R3 button

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the correct Dragon Warrior® VII disc and close the Disc Cover. Insert a Controller into Controller port 1 and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Press the ANALOG mode button on the DUALSHOCK™ analog controller. If the mode indicator comes on, the left analog stick is functioning. Dragon Warrior VII does not support the Vibration Function.

DIRECTIONAL BUTTON / MOVEMENT

- **Moving the Hero and his party**
  Use the directional button to move within towns and the field. If you have the key to a door, simply walking in the direction of the door will open it.
- **Moving the cursor**
  Use the directional button to move the cursor to select commands


SONY
SELECT
START
L
R

If your controller looks like this, please follow the digital instructions above.

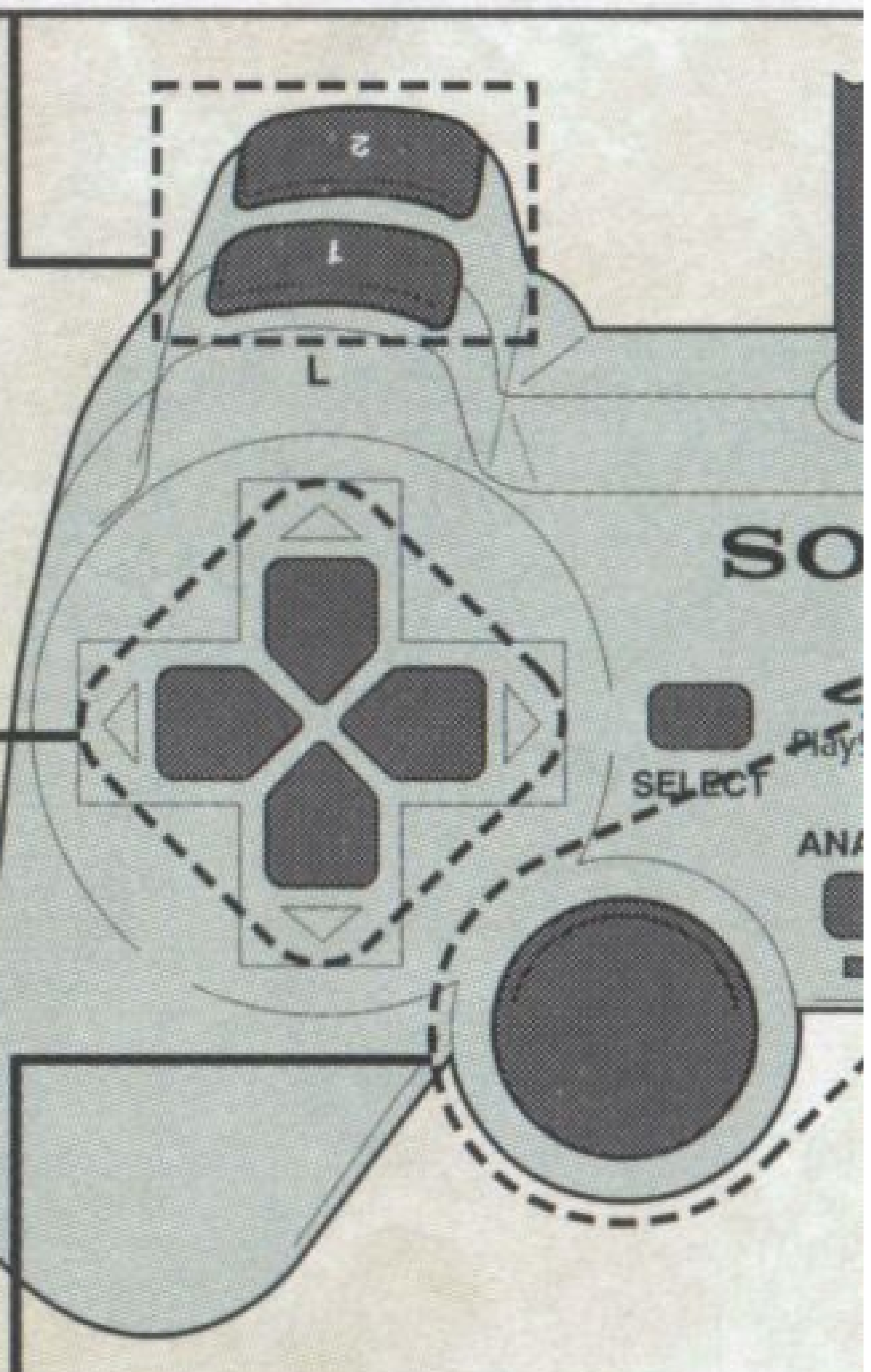
L1 BUTTON / ROTATE LEFT

Rotate the view of the 3D map to the left. The map rotates around the Hero.

L2 BUTTON / ROTATE LEFT

View rotates 45° each press.

When the command window is open, L1 and L2 buttons confirm selection of commands.



LEFT ANALOG STICK

Same as the Directional button

ANALOG MODE BUTTON

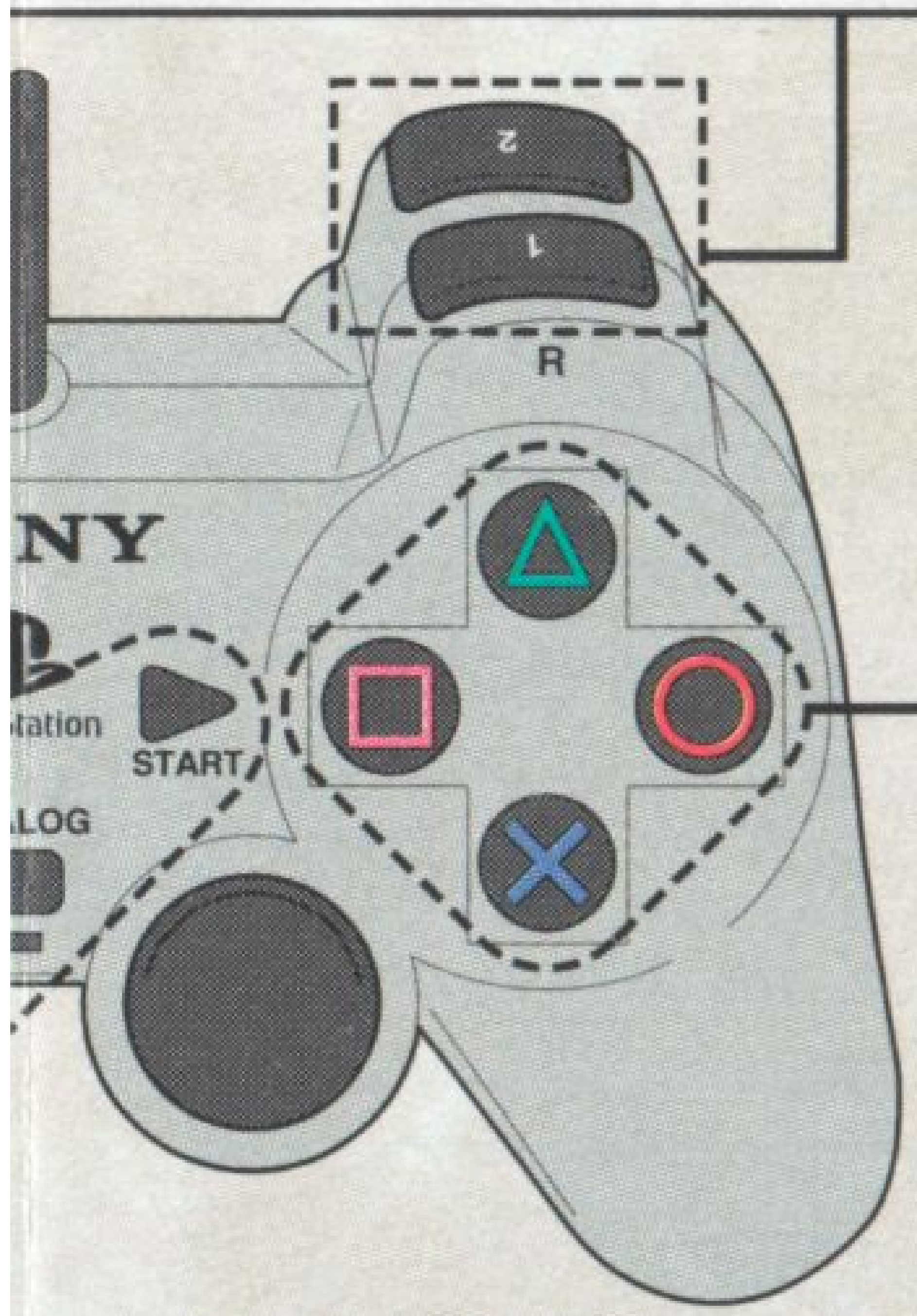
Turns the left analog stick on and off. The left analog stick is ready for use when the mode indicator is on.

R1 BUTTON / ROTATE RIGHT

Rotate the view of the 3D map to the right. The map rotates around the Hero.

R2 BUTTON / ROTATE RIGHT

View rotates 45° each press.



DUALSHOCK™ analog controller

START BUTTON

Readjusts the view by returning the top of the map to its original position facing north.

□ BUTTON / WIDEN VIEW / CLOSE ALL WINDOWS

It is possible to view a wide image of the map as if looking from a high position in the air. View rotation is also possible from this position. When command windows are open, the □ button closes all windows.

● VIEW MAP

After you get the World Map, you can use this button to view it.

△ BUTTON / ACTION BUTTON

● TALK

Face a person, and talk.

● LOOK

Face a treasure chest, well, or other object to investigate.

● PICK UP / THROW

Face items like vases, barrels, and flowers to pick them up with the button. Press again to throw the item.

○ BUTTON / CANCEL

Cancel a selected command, or close the topmost window.

✕ BUTTON / COMMAND BUTTON

● SHOW COMMANDS

This button displays the command window.

● CONFIRM COMMAND

Push the button to carry out selected command.

4

BEFORE SETTING OUT

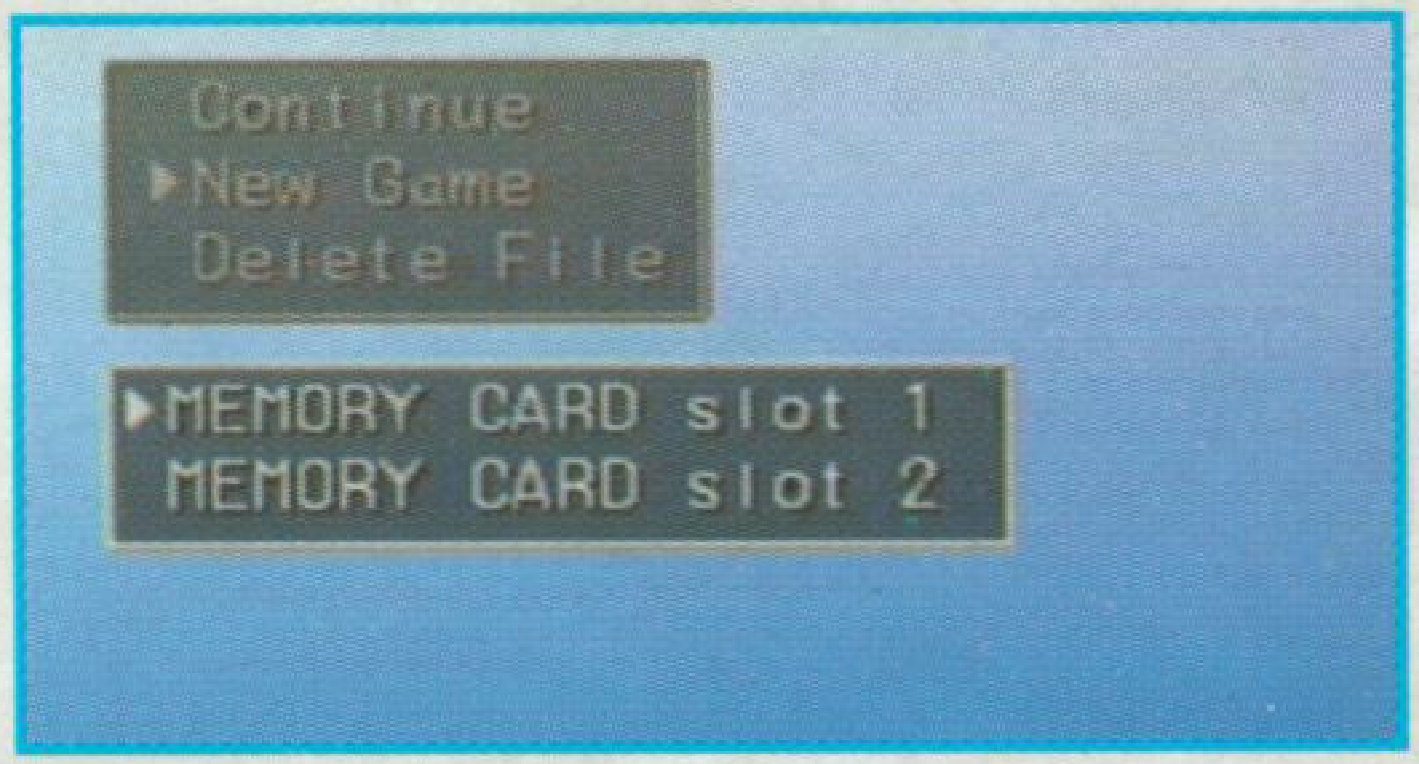
You will become the Hero of a long, adventurous journey. To prepare yourself, the first thing you need to know about is the "Adventure Journal."

BEGINNING AN ADVENTURE

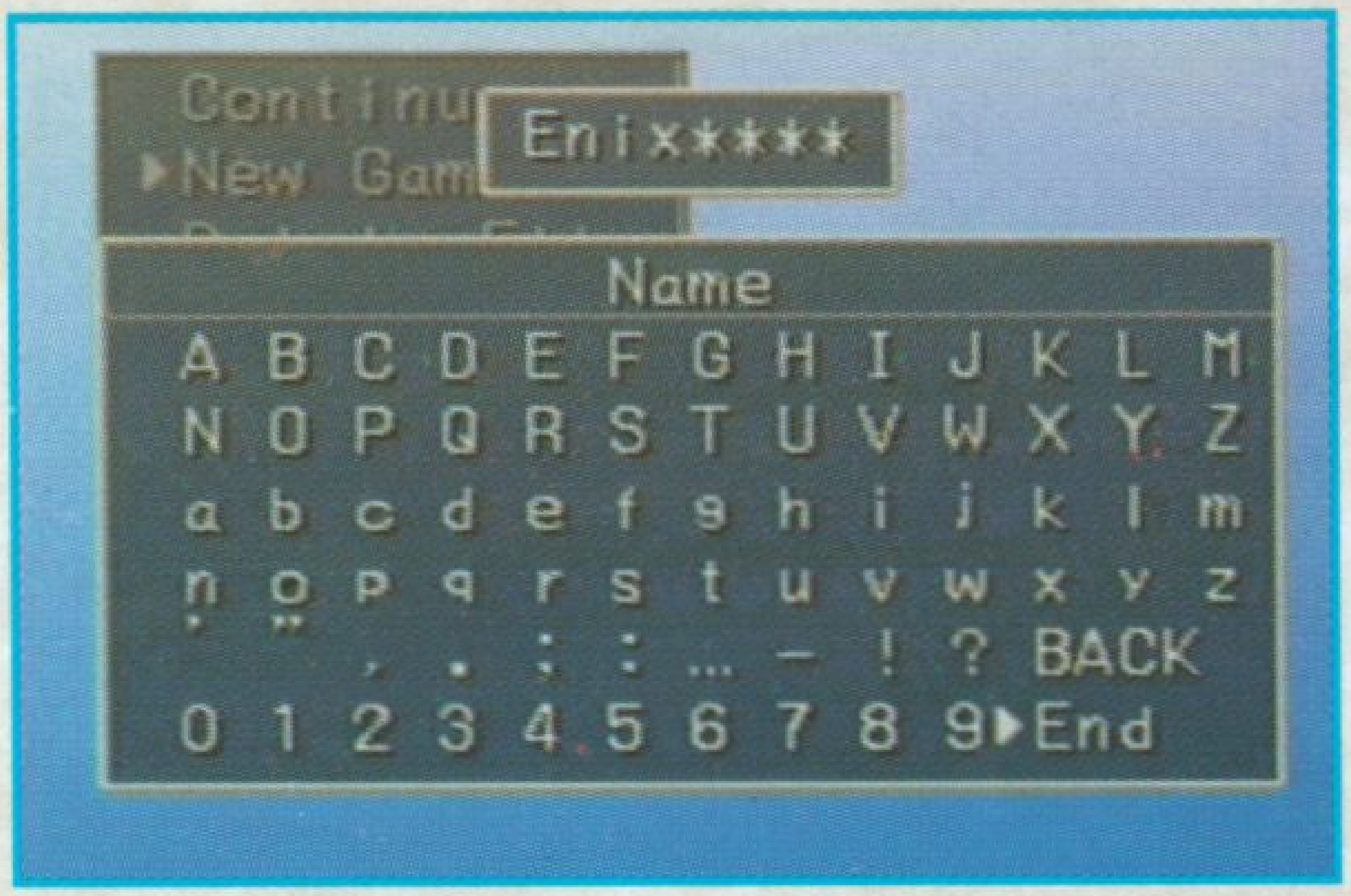
Before you begin an adventure, you must first create an "Adventure Journal" to record your travels. The Adventure Journal records the current strength levels of all characters, inventory of equipment, and all other events that have occurred on your adventure.

CREATING AN "ADVENTURE JOURNAL"

Insert a Memory Card into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation. Next, Select "New Game" from the menu.


Continue
▶New Game
Delete File
▶MEMORY CARD slot 1
MEMORY CARD slot 2

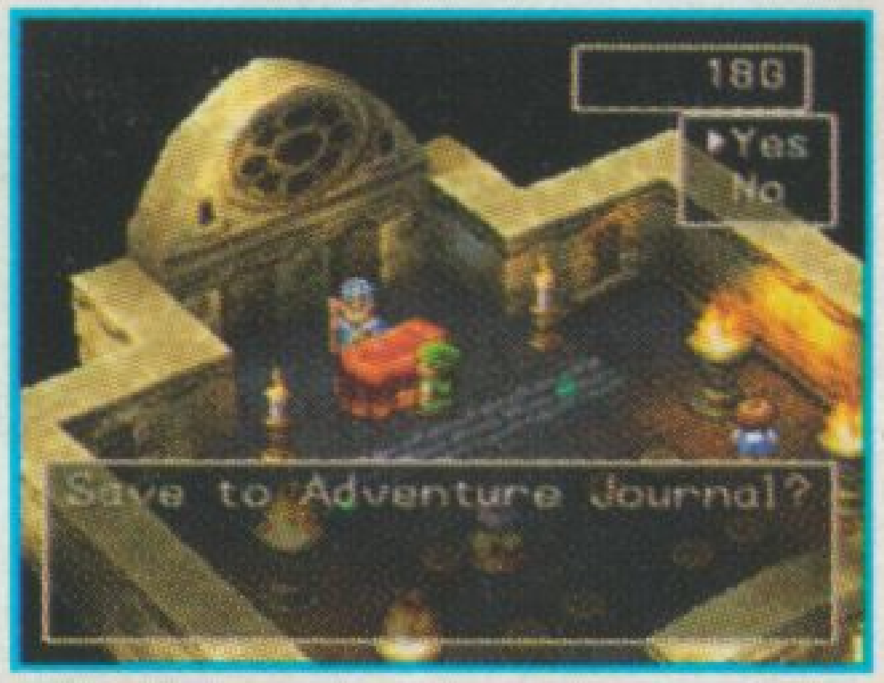
When you select "New Game," the name entry screen for the hero will appear. Here you can enter a name of your liking of up to eight characters. Use the directional button to select characters, the ✕ button to input, and the ○ button to go back one space. Select "Done" to finish inputting your name. After you finish inputting your name, you will select the MEMORY CARD slot in which to write the Adventure Journal.


Continu
▶New Gam
Enix*****
Name
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m
n o p q r s t u v w x y z
, . : ; … – ! ? BACK
0 1 2 3 4 5 6 7 8 9 ▶End

FINISHING AN ADVENTURE

● Don't forget to record your adventures at a Temple.

Before taking a break from your adventures, be sure and go to a Temple or other location containing an Adventure Journal and record your progress. Speak with the priest or master of the Temple. Then, select "Save" and they will record your progress into the Adventure Journal.

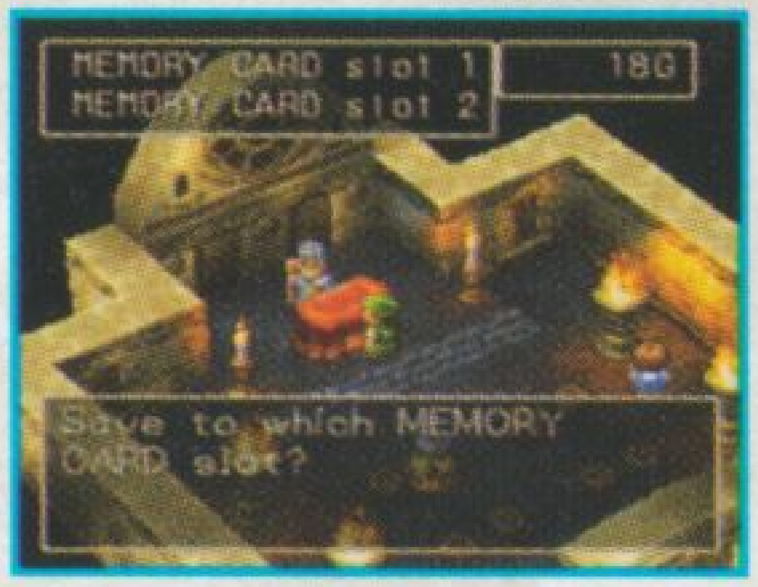


Save to Adventure Journal?

▶ *When you record into the Adventure Journal, you're saving your adventures.*

● Select an Adventure Journal when recording your progress.

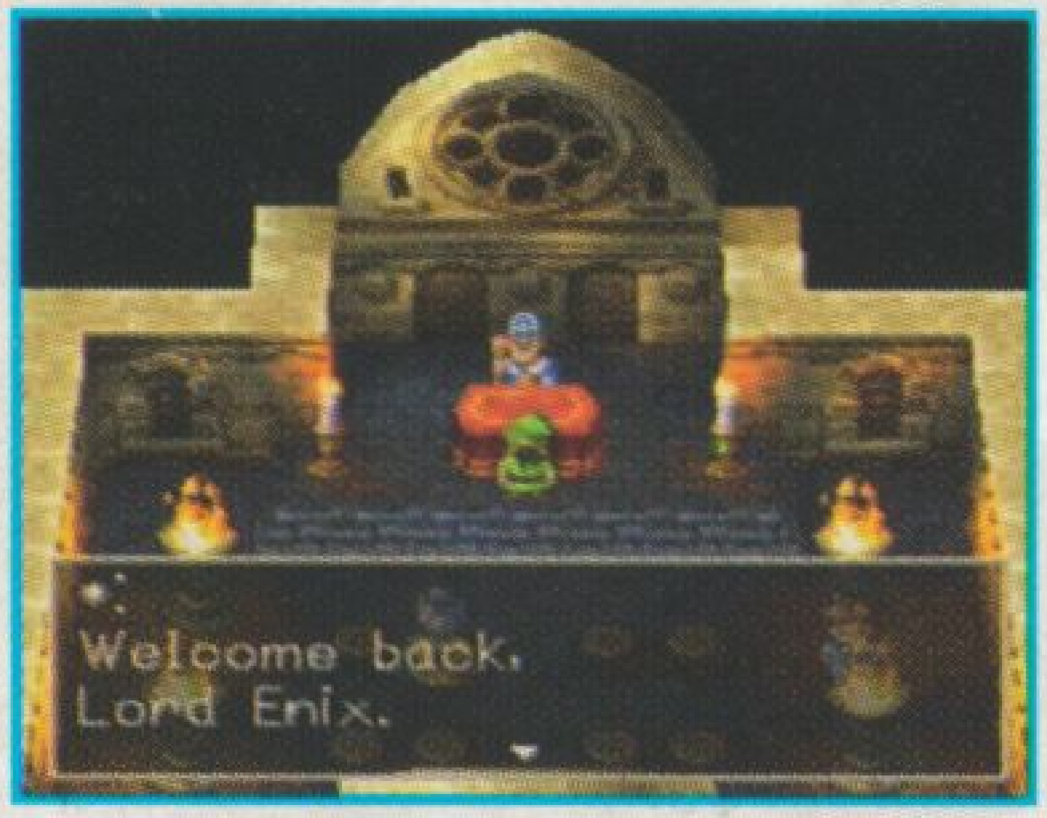
When you record your progress, first select MEMORY CARD slot 1 or MEMORY CARD slot 2, and then select an Adventure Journal to write to. When you choose an Adventure Journal to write to, you will be asked if it is okay to overwrite the previous information in the Adventure Journal.



Save to which MEMORY CARD slot?

● How do I continue an adventure?

Select "Continue" from the Adventure Journal menu. When you select the Adventure Journal you wish to start from, you will begin from the last moment that you made a record.


Welcome back, Lord Enix.

▶ *The priest will greet you when you return to the Temple. Now it's time to get back to your adventure!*

HOW DO I DELETE AN ADVENTURE JOURNAL?

Select "Delete File" from the Adventure Journal menu, and select the Adventure Journal you wish to delete. Be careful! Once an Adventure Journal is deleted, it cannot be retrieved.

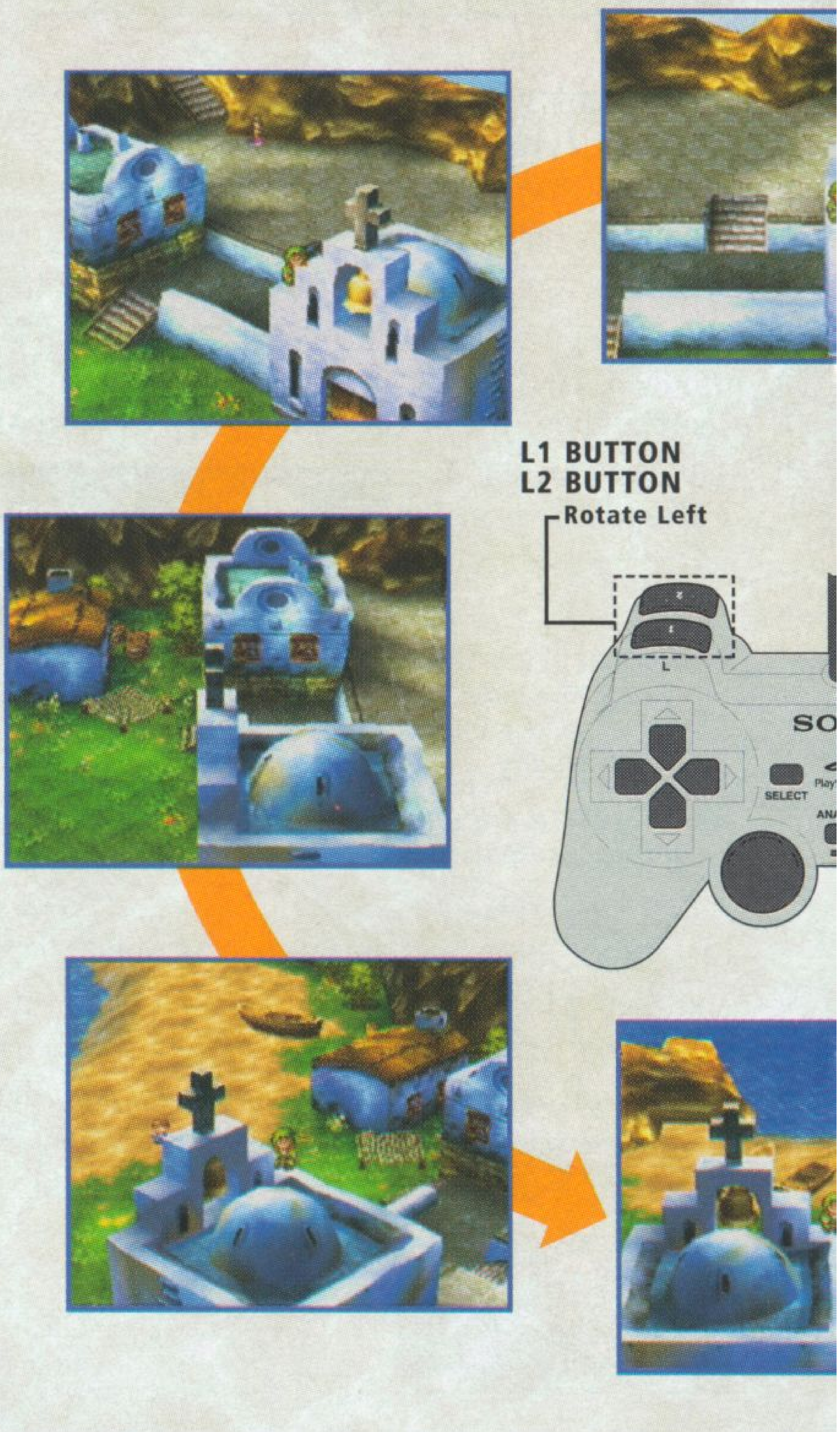
5 BEGINNING YOUR ADVENTURE!

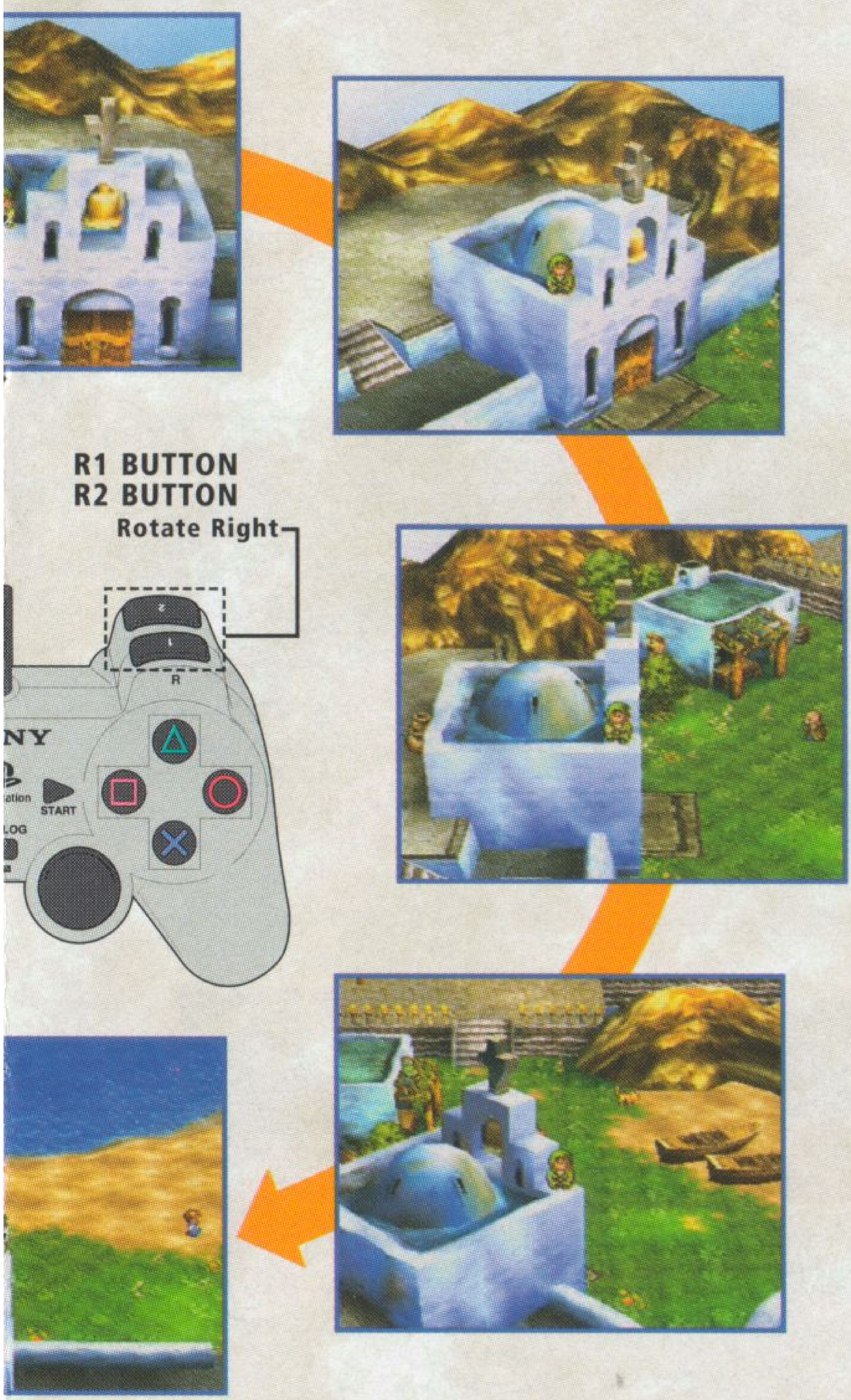
Now it is time to begin your adventure! Here we explain how to control the 3D map, your window into the world of adventure, through the use of screen shots.

3D ALLOWS YOU TO "FEEL" THE LANDSCAPE.

● Try rotating the 3D map

First, get accustomed to the feel of the 3D map. Rotate the map to see how your character is centered within it. You may find something new! In some places, such as the Field and caves, you cannot rotate the map.

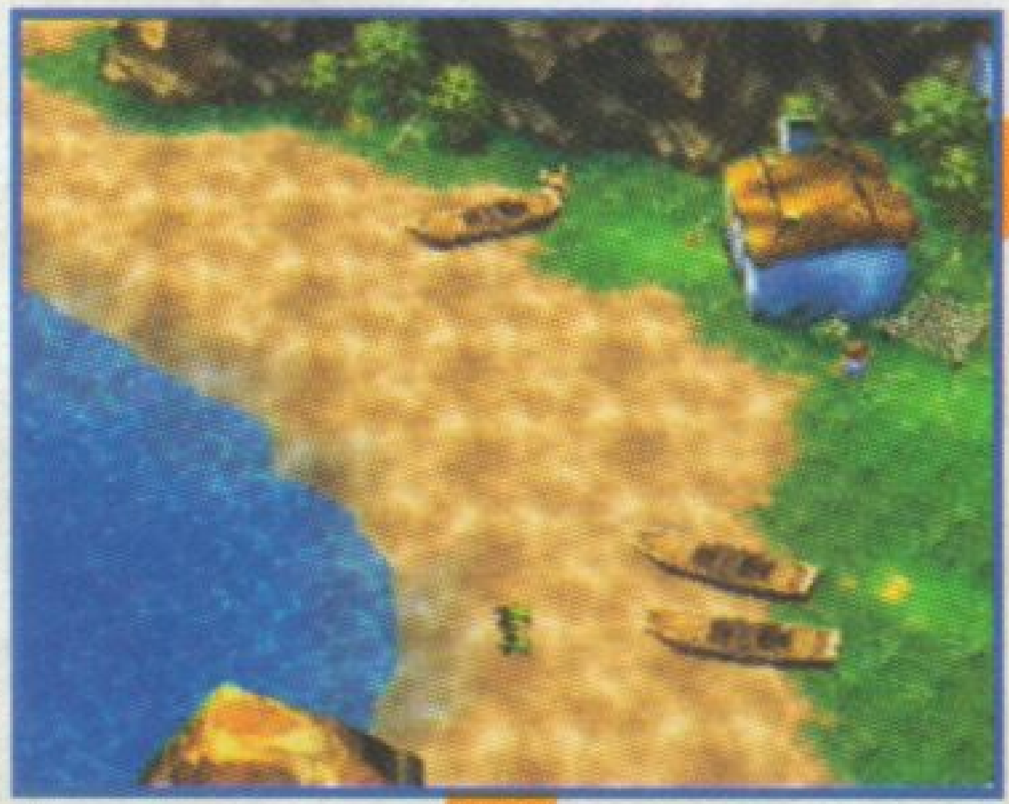



R1 BUTTON
R2 BUTTON
Rotate Right
R
START

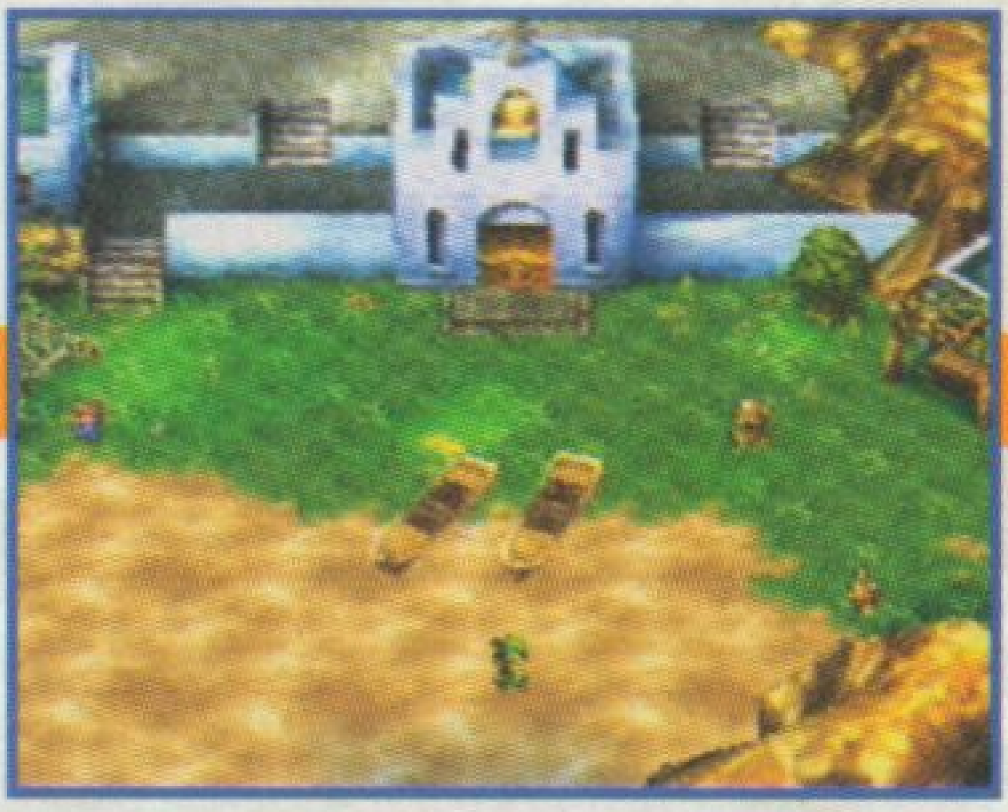
● Use the □ button to check your surroundings

Once you have tried the Rotate button, try pressing the □ button to widen your view of the map. This will give you a general idea of the area. This is helpful when you are not sure what direction you are facing.

In places such as the Field and inside buildings, you cannot use the □ button.

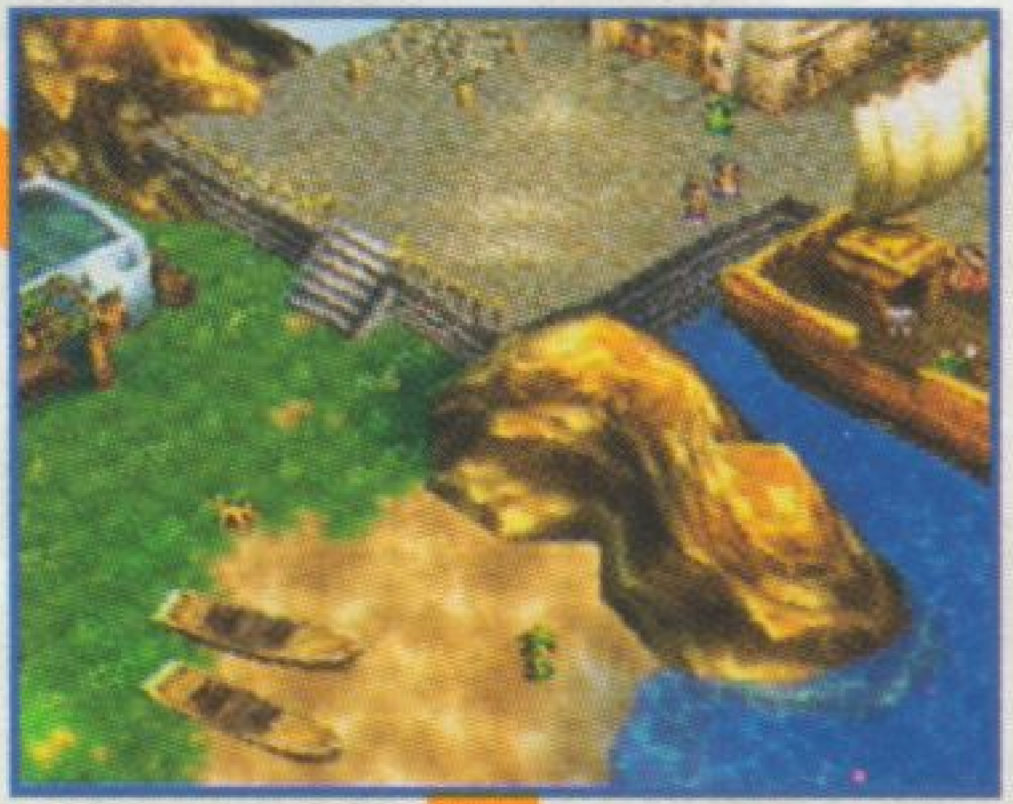


▲ *Rotate left from the widened view.*



▲ *You can see that rocks lie in this direction.*

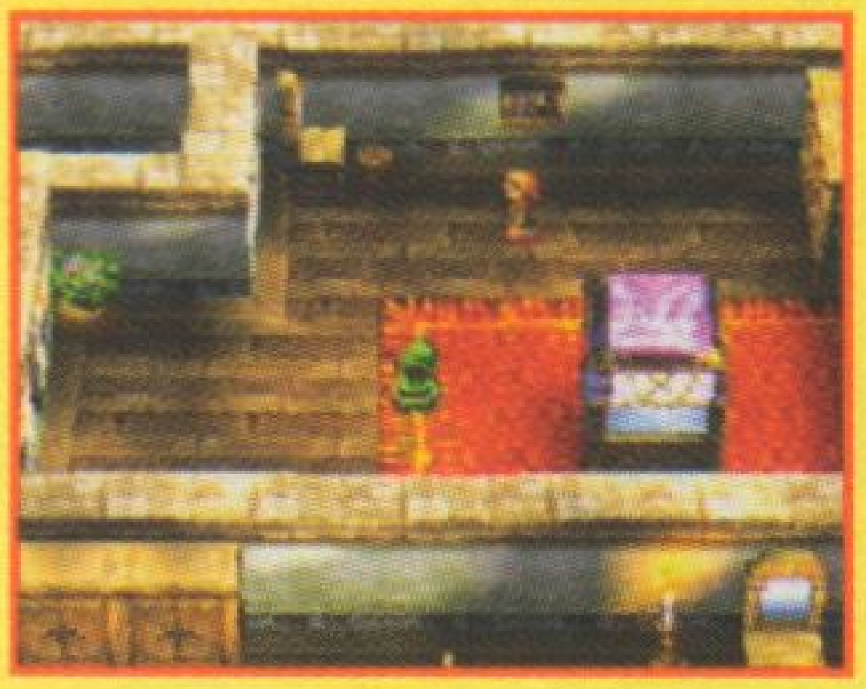
Widening your view gives you a bigger picture of the town. You can also rotate your view in this mode.



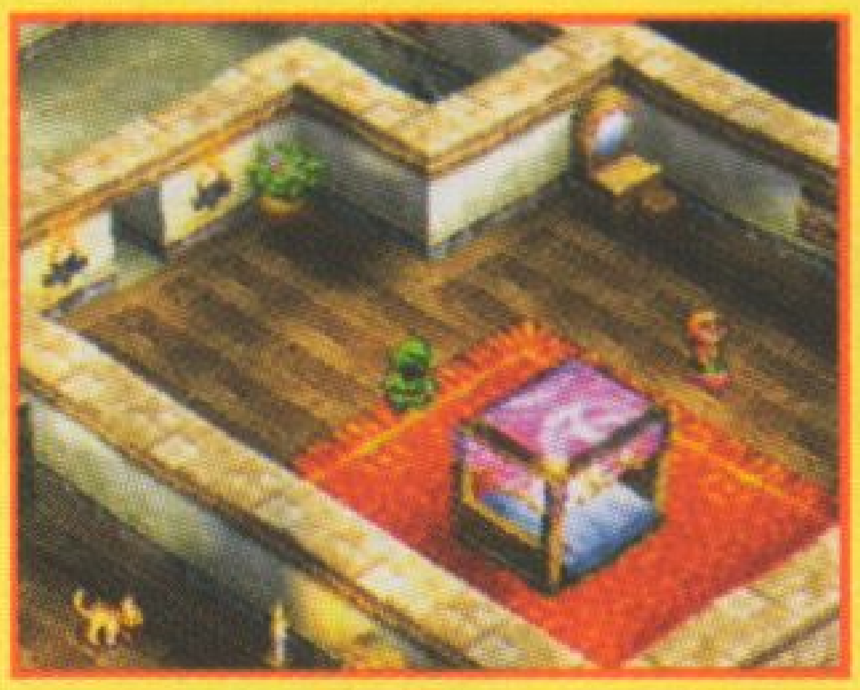
▲ *Rotate right from the widened view. Oh, I see a ship!*

INSIDE BUILDINGS AND CAVES

Inside buildings and caves, the angle of your view can sometimes hide entrances. Try rotating your map. However, you cannot widen your view in areas that have ceilings.



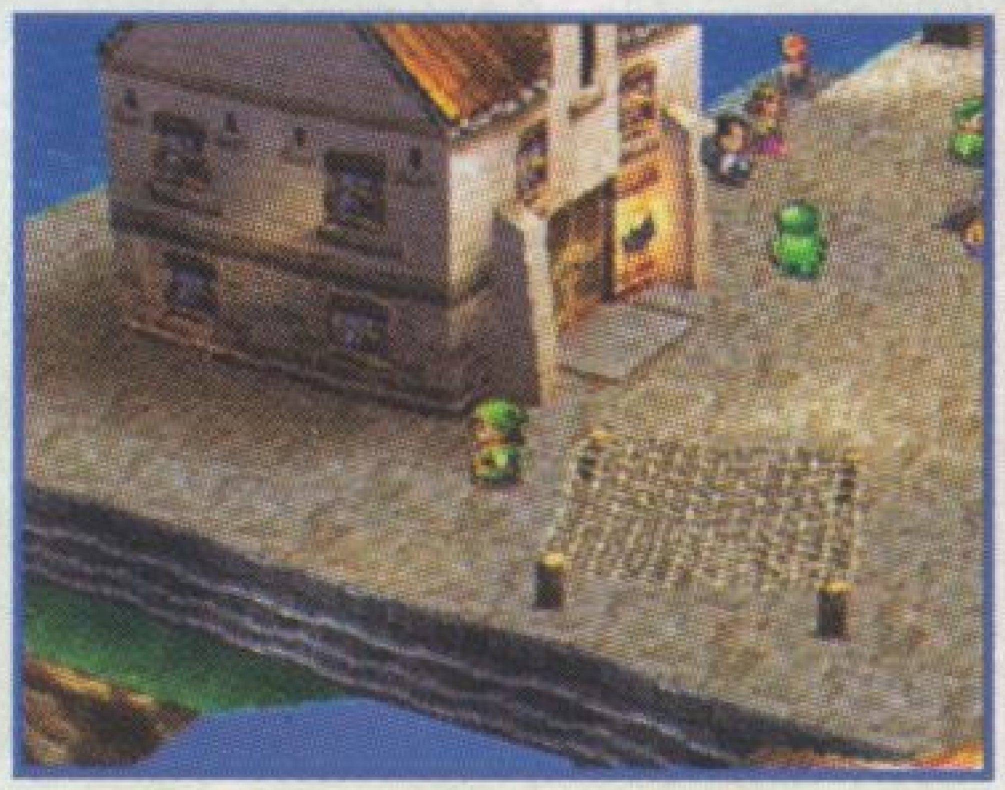
▲ *Huh? Just how did I get in here, anyway?*



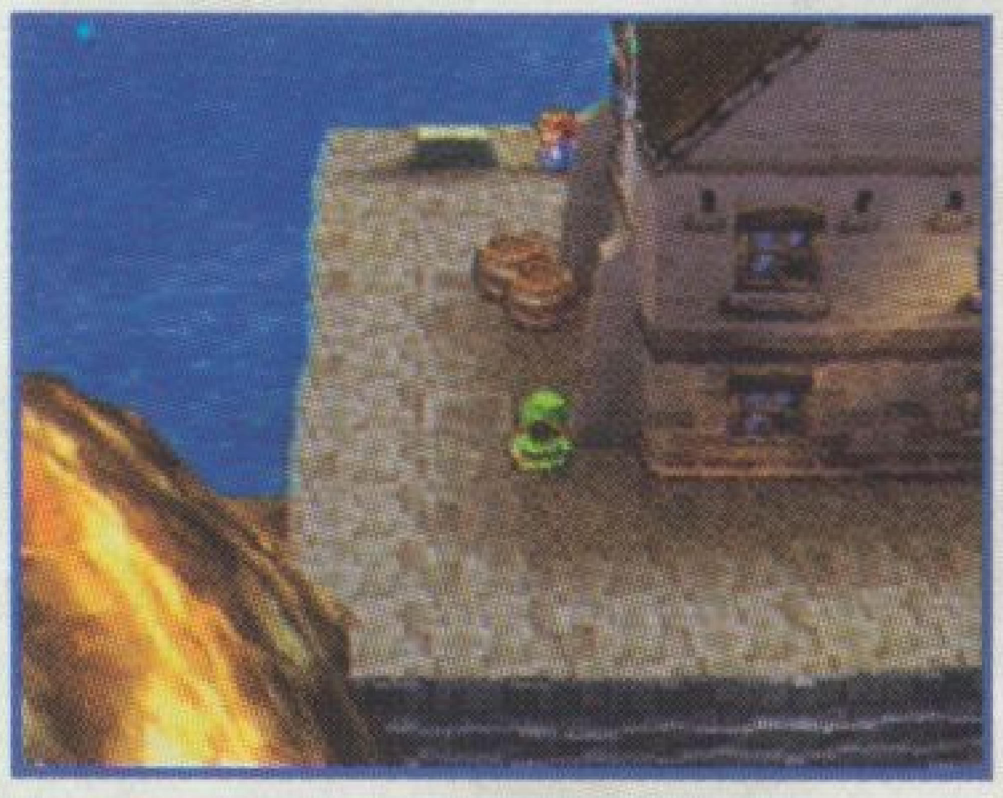
▲ *Let's rotate things a bit. Oh! The entrance was right there!*

●Items hidden behind buildings and in shadows.

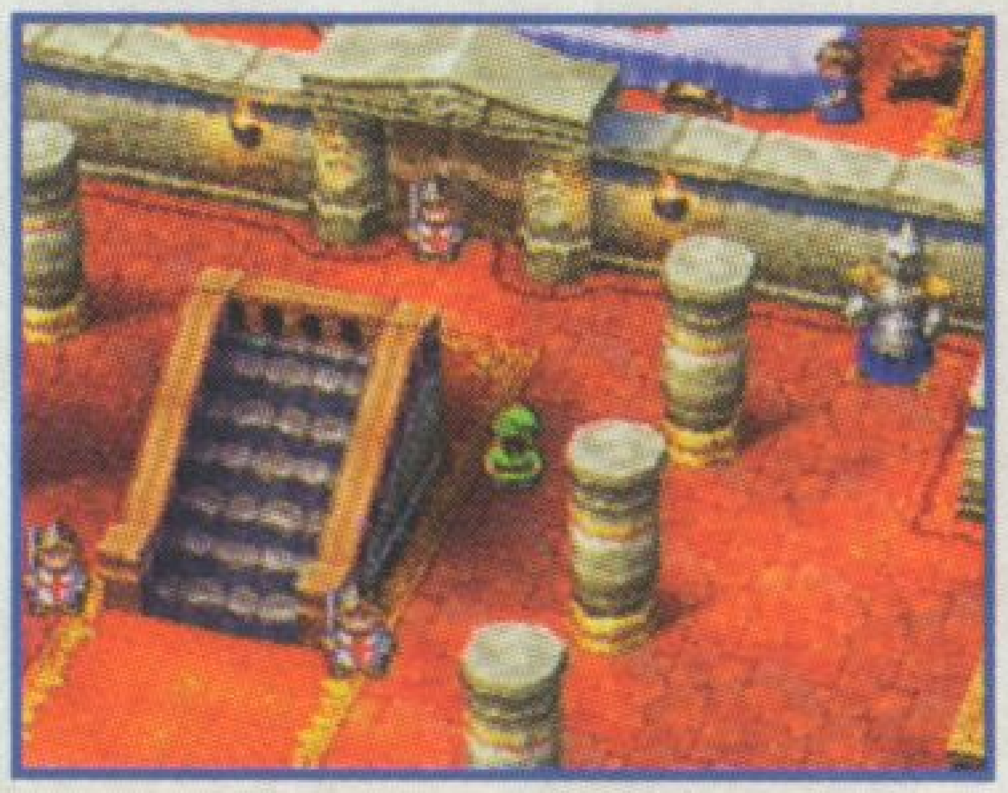
Don't just use Rotate to check your position, try rotating in all kinds of areas. You may find treasure chests and doors behind buildings and hidden in the shadows.



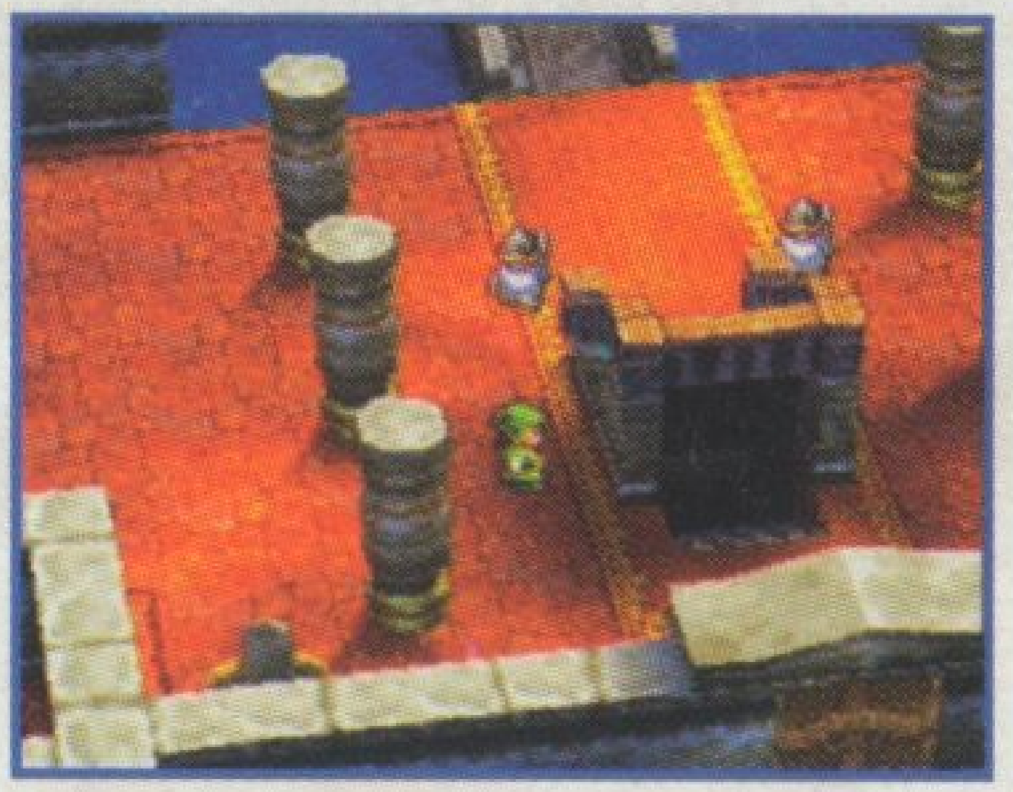
▲ *What's behind the building?*



▲ *Let's just rotate the map to find out. There's a barrel!*



▲ *Check out the castle. What a magnificent staircase! How about the back? Rotate the screen.*



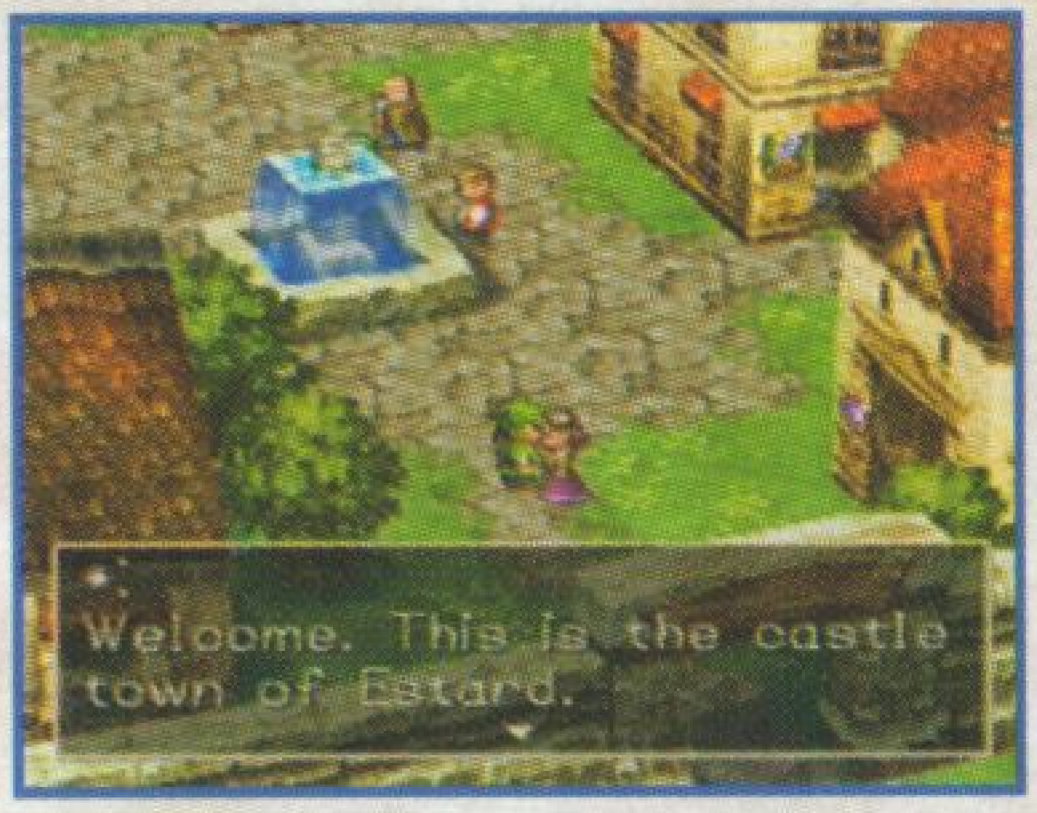
▲ *Wow! A staircase below a staircase! You can't find this unless you rotate.*

●The Action Button is good for everything!

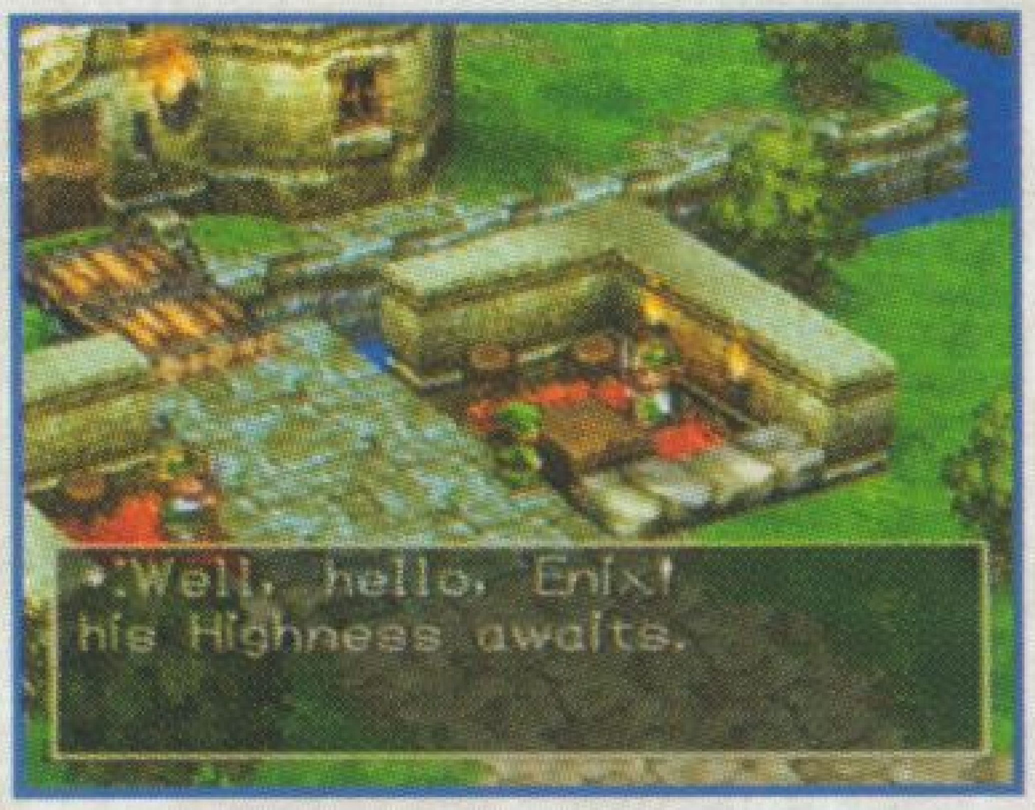
Before bothering to search for the correct command, try using the Action Button. In many situations it will automatically take the correct Action. On the 3D maps and in castles, you can speed along solely with the use of the Action Button.

TALK

Face a person you wish to talk to, and press the triangle button to talk. Also use it to buy items from shops and stay at inns.


*:
Welcome. This is the castle town of Estard.

▶ *When you want to talk to townsfolk, just approach them and use the △ button.*


*:Well, hello, Enix! his Highness awaits.

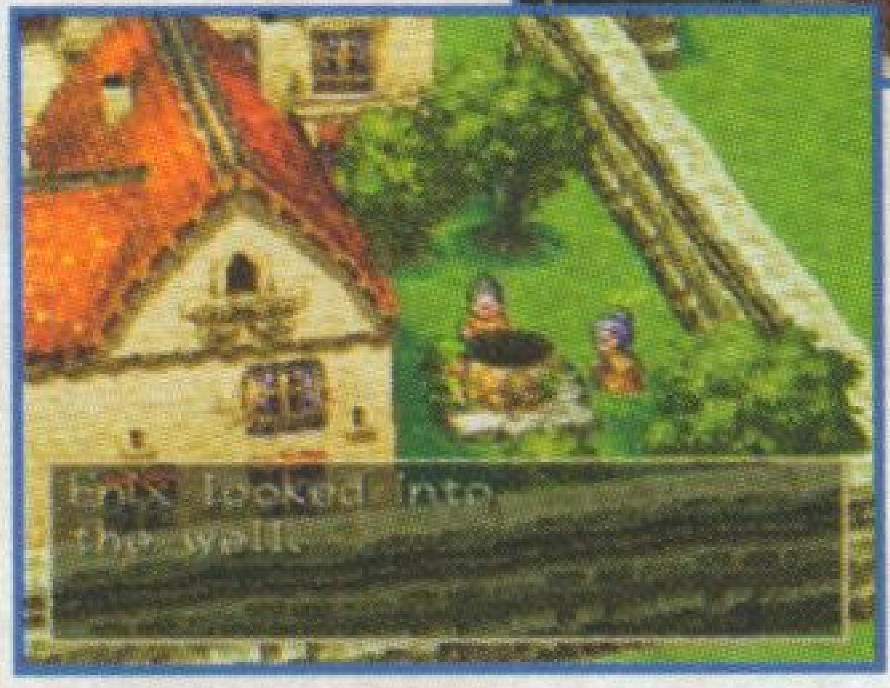
▲ *Use the same button to talk across tables and desks.*

CHECK

Use the Action Button to check the inside of dressers and treasure chests. Use it to check anything at all—drawers, bookshelves, signs, well interiors, and more.

But there was nothing useful.

▼ *Check out anything you like. You may find something useful.*

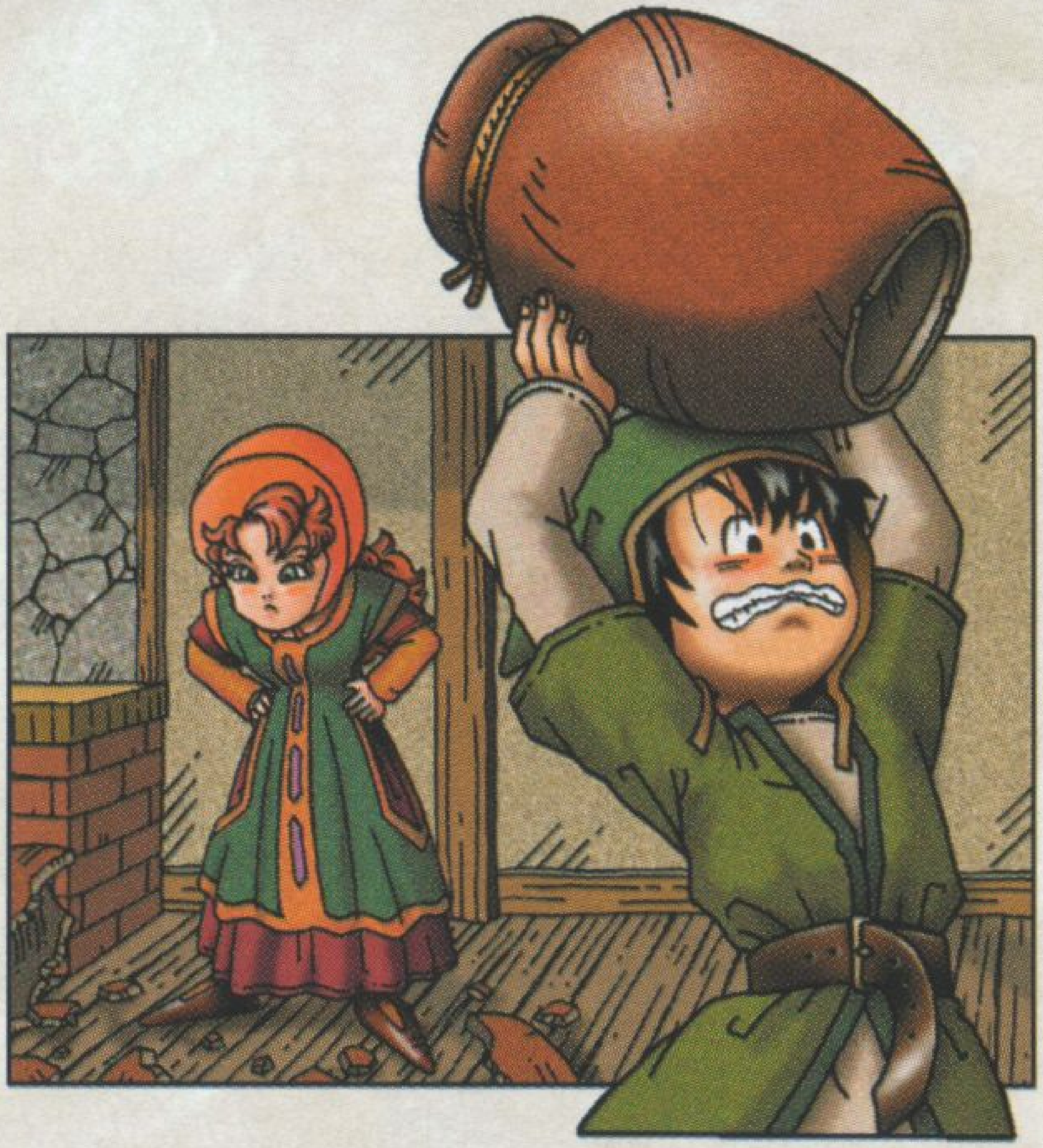

Enix looked into the well.

▶ *You can even climb inside wells using the Action Button.*

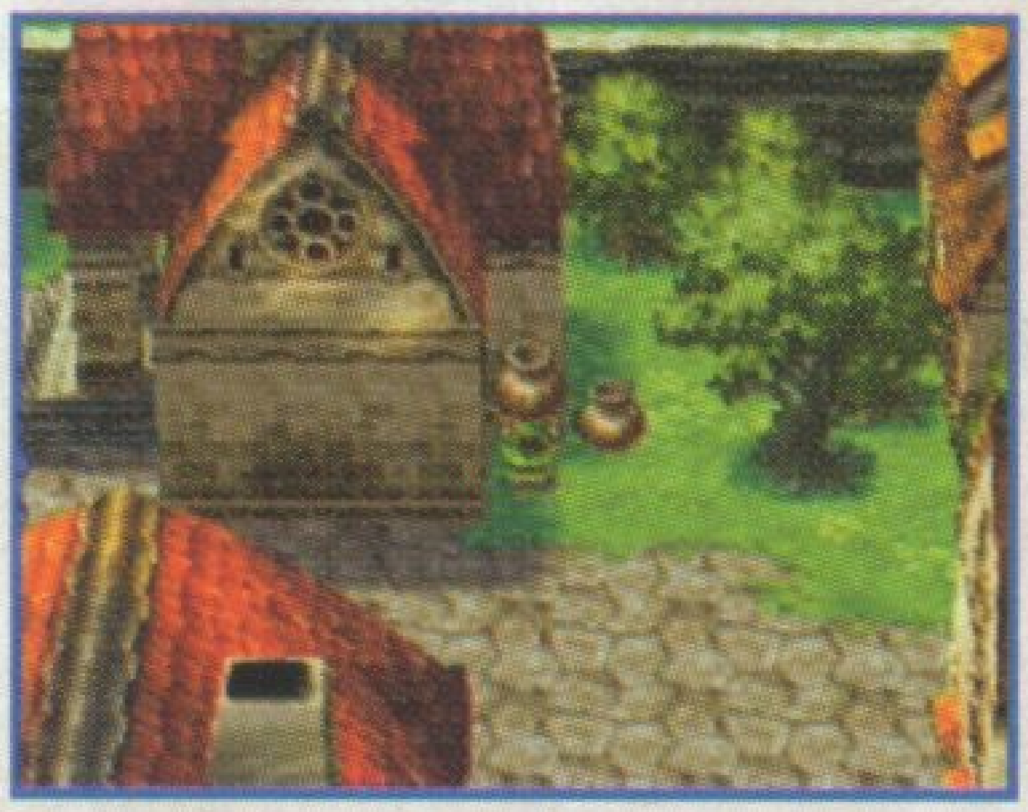
Enix checked the treasure chest.

PICK UP / THROW

Use the Action Button to pick up items like vases and flowers. Push it again to throw the item.

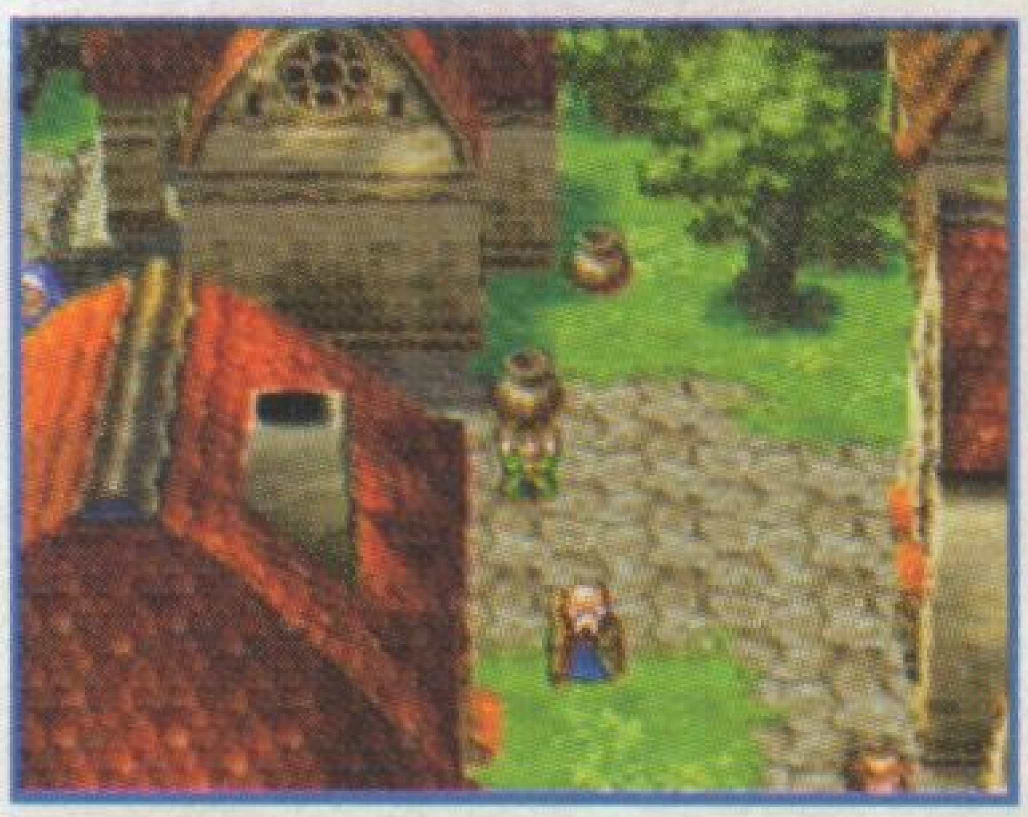


❶ PICK UP ITEM



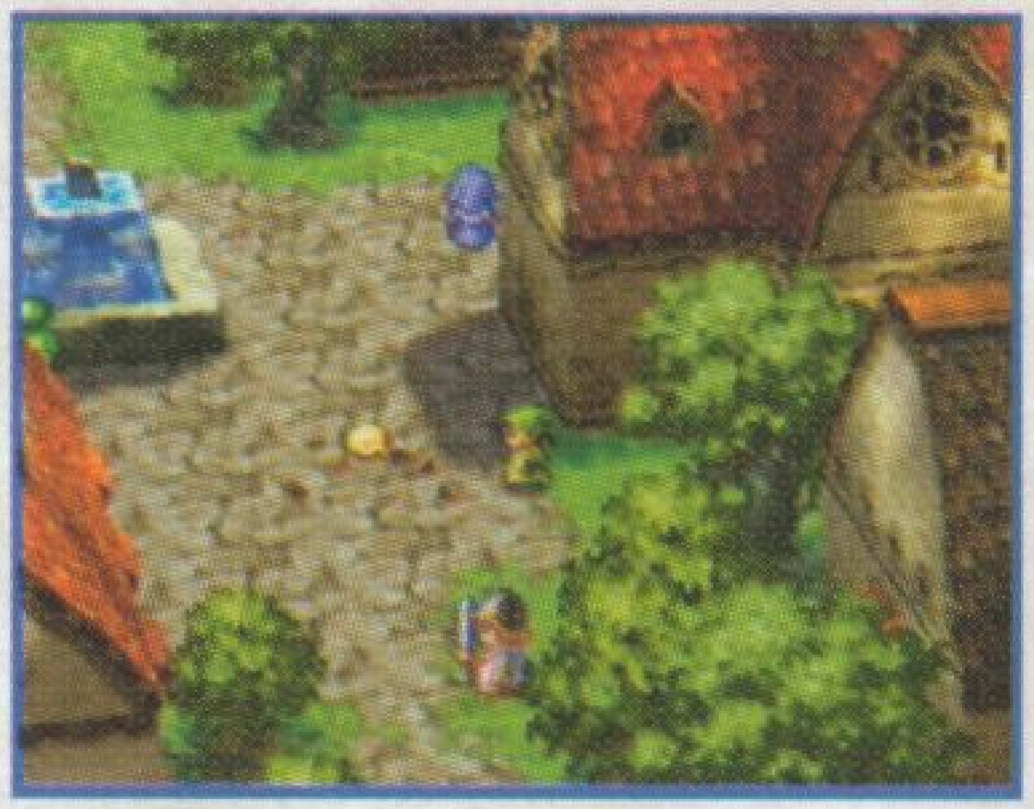
▲ *Push the Action Button once to pick up the vase.*

❷ MOVE WITH ITEM



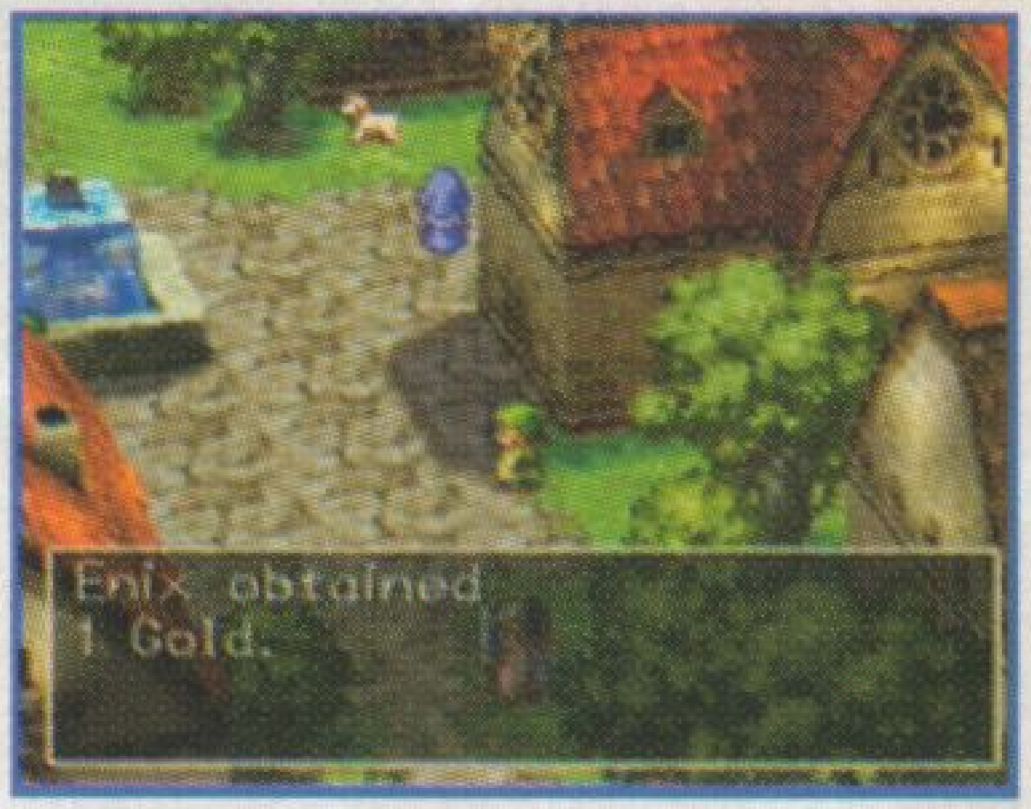
▲ *Use the directional button to walk while holding the item above your head.*

❸ THROW ITEM



▲ *Push the button again to throw it! And the vase breaks.*

❹ FIND GOLD!



Enix obtained
1 Gold.

▲ *Not bad!*

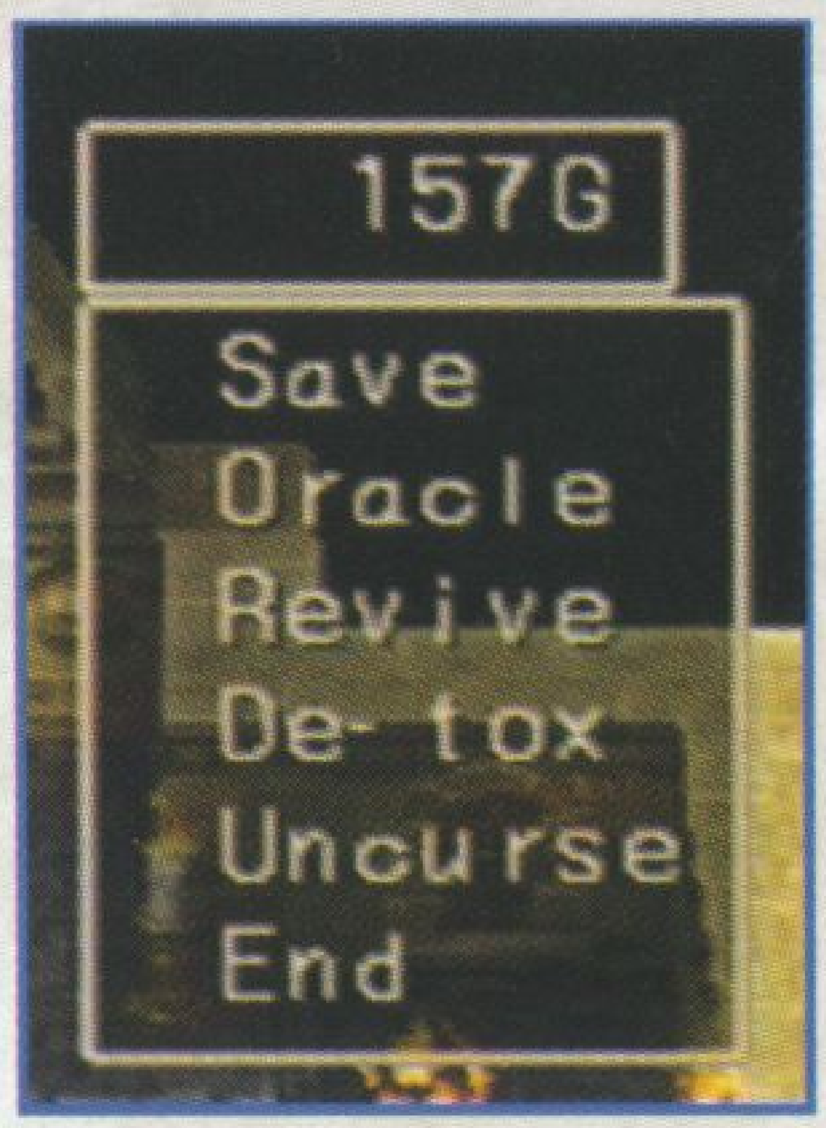
6

CASTLES AND TOWNS

There are many buildings inside the castles and towns, including Temples, shops, and other places convenient to travelers. Let's have a look inside!

Temples

Here lies the Adventure Journal The servants of God extend a helping hand to the young travelers. If for nothing else, you must come here for the Adventure Journals. Also stop by when your friends have run out of power, or if you need other assistance.

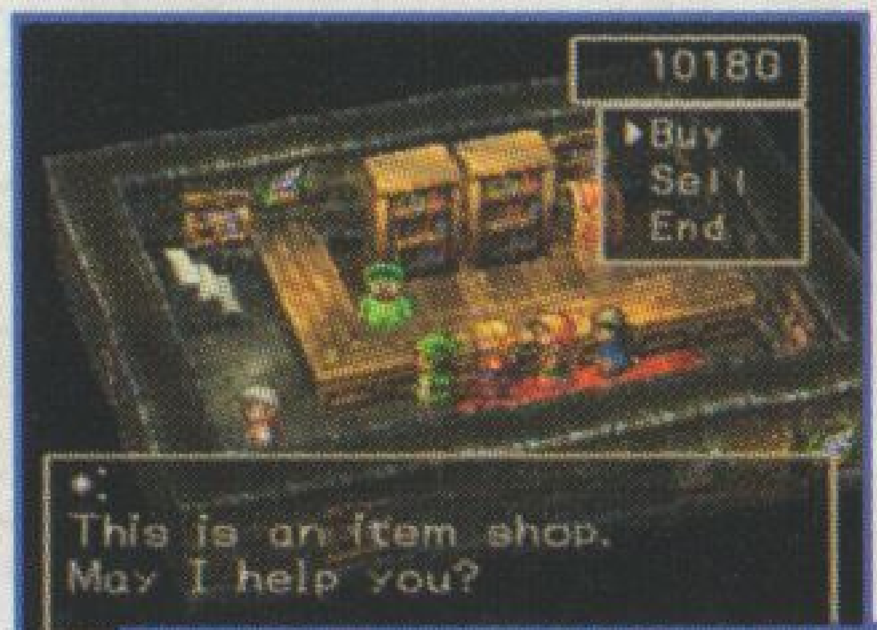


THINGS TO DO AT TEMPLES

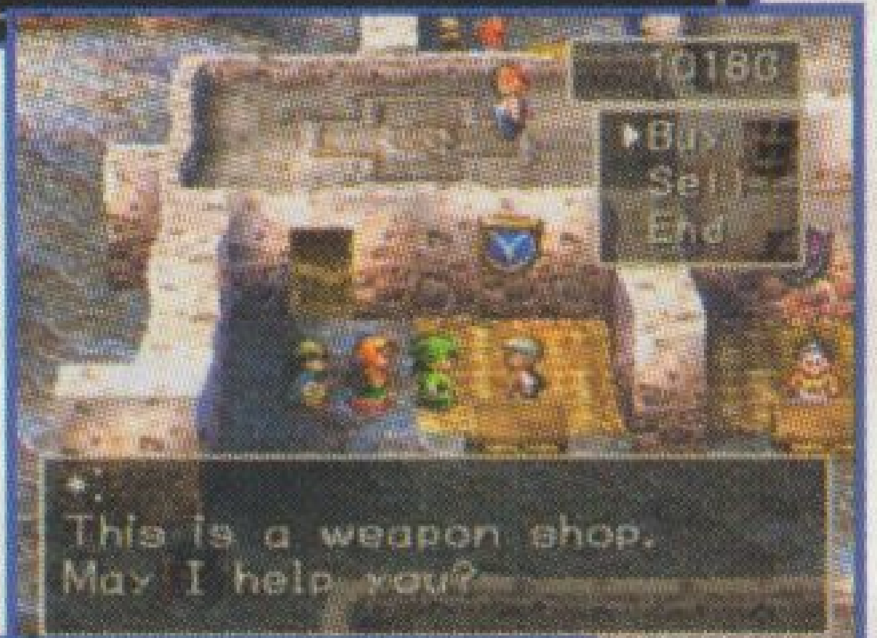
- **Save**
  Record your progress into an Adventure Journal.
- **Oracle**
  Find out how many Experience Points are needed to gain a level.
- **Revive**
  Revive friends who have died. However, the higher the character's level, the costlier the donation needed.
- **De-Tox**
  Cure a poisoned party member. Requires donation.
- **Uncurse**
  Break a curse upon a party member. When a curse is broken, all equipment that was cursed will be lost. Requires donation.
- **End**
  Choose this when you are done with the Temple's services. This is the same as using the ○ button to cancel.

Item Shops, Weapon Shops, Armor Shops

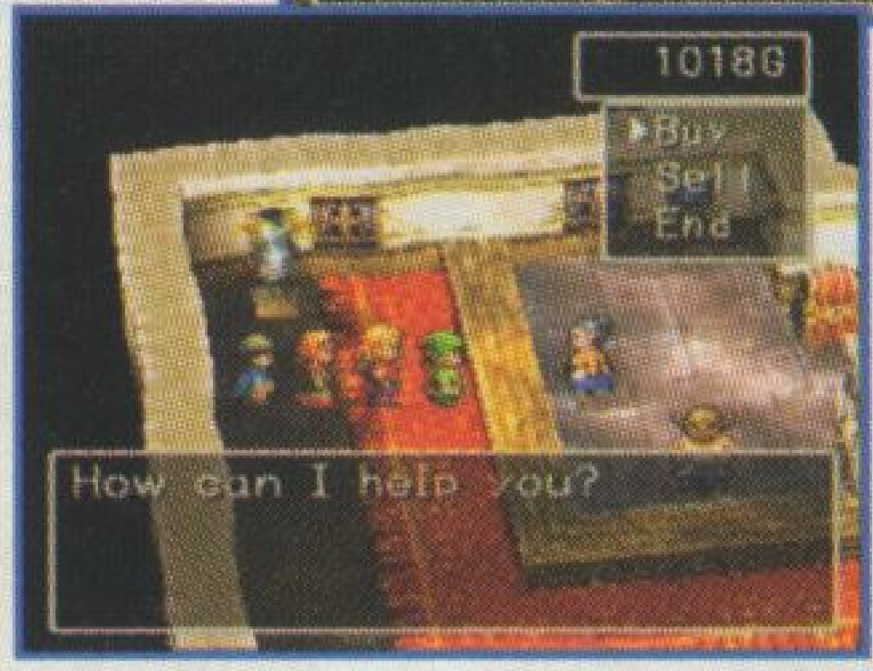
Get needed items Before leaving on your adventure, stop by the shops and get the items and equipment that you need. The selection is different from store to store. Some shops are general stores, selling items, weapons, armor, and sometimes even rare artifacts. You can sell unneeded items at any shop.


1018G
▸Buy
Sell
End

This is an item shop.
May I help you?

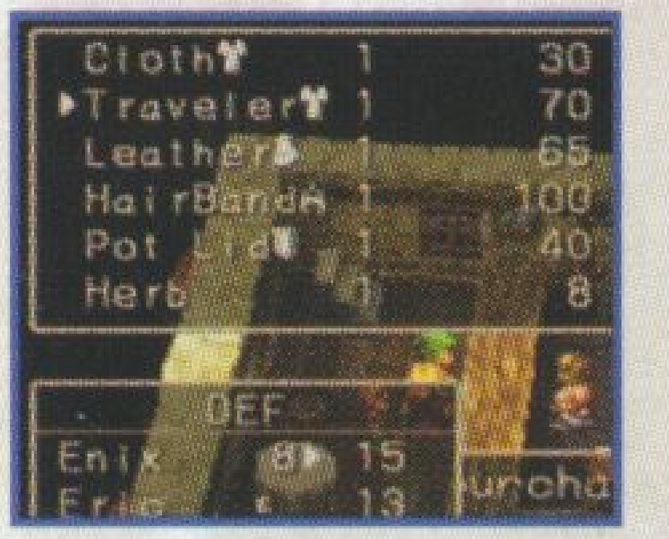

1018G
▸Buy
Sell
End

This is a weapon shop.
May I help you?


1018G
▸Buy
Sell
End

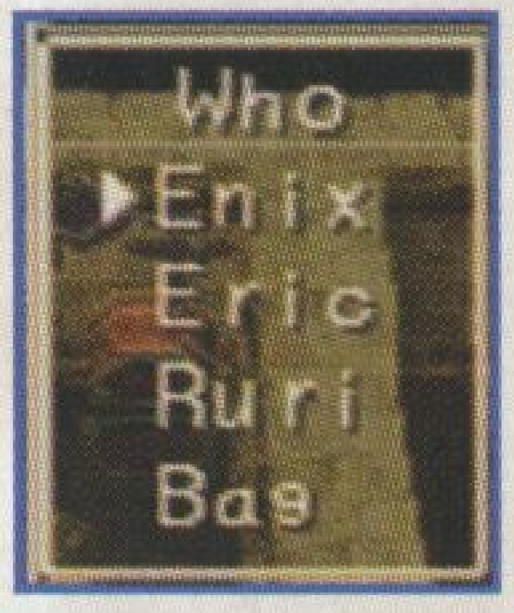
How can I help you?

PURCHASING ITEMS


Cloth 1 30
▸Traveler 1 70
Leather 1 65
HairBand 1 100
Pot Lid 1 40
Herb 1 8
DEF
Enix 8▸15
Eric 13
urcha

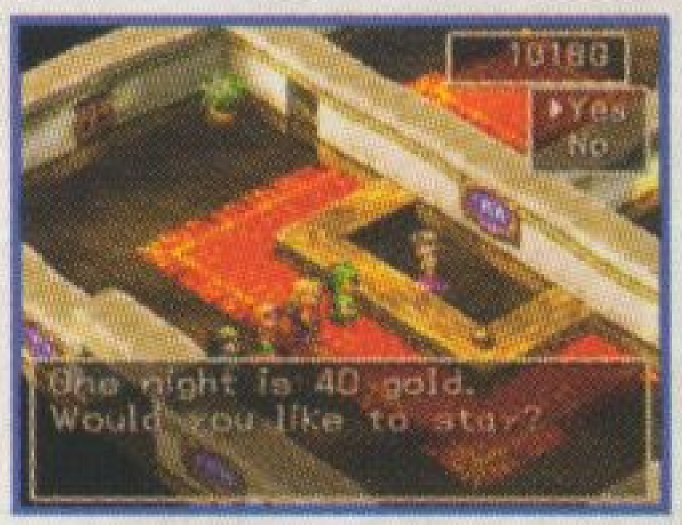
❶ CHOOSE AN ITEM

When deciding what to buy, place the cursor on an item to learn about it. At Item Shops and General Stores, use the directional button to purchase in larger quantities.


Who
▸Enix
Eric
Ruri
Bag

❷ SELECT WHO WILL CARRY THE ITEM

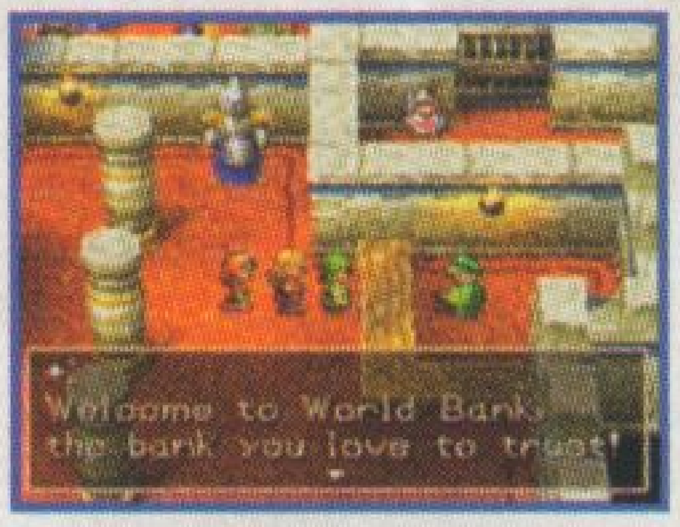
Next, select who will carry purchased items. Weapons and Armor can be equipped at this time. When your items are full, the shopkeeper will organize your items for you, placing non-equipment items into your Bag.


1018G
▸Yes
No

One night is 40 gold.
Would you like to stay?

Inns

The First Rule of Adventuring: Status Recovery When you spend the night at an Inn, all HP (Hit Points) and MP (Magic Points) is restored for your entire party. If you are injured on your adventures, do not hesitate to use the Inns. The room rate depends on the town and the number of members in your party.



Welcome to World Bank,
the bank you love to trust!

Gold Bank

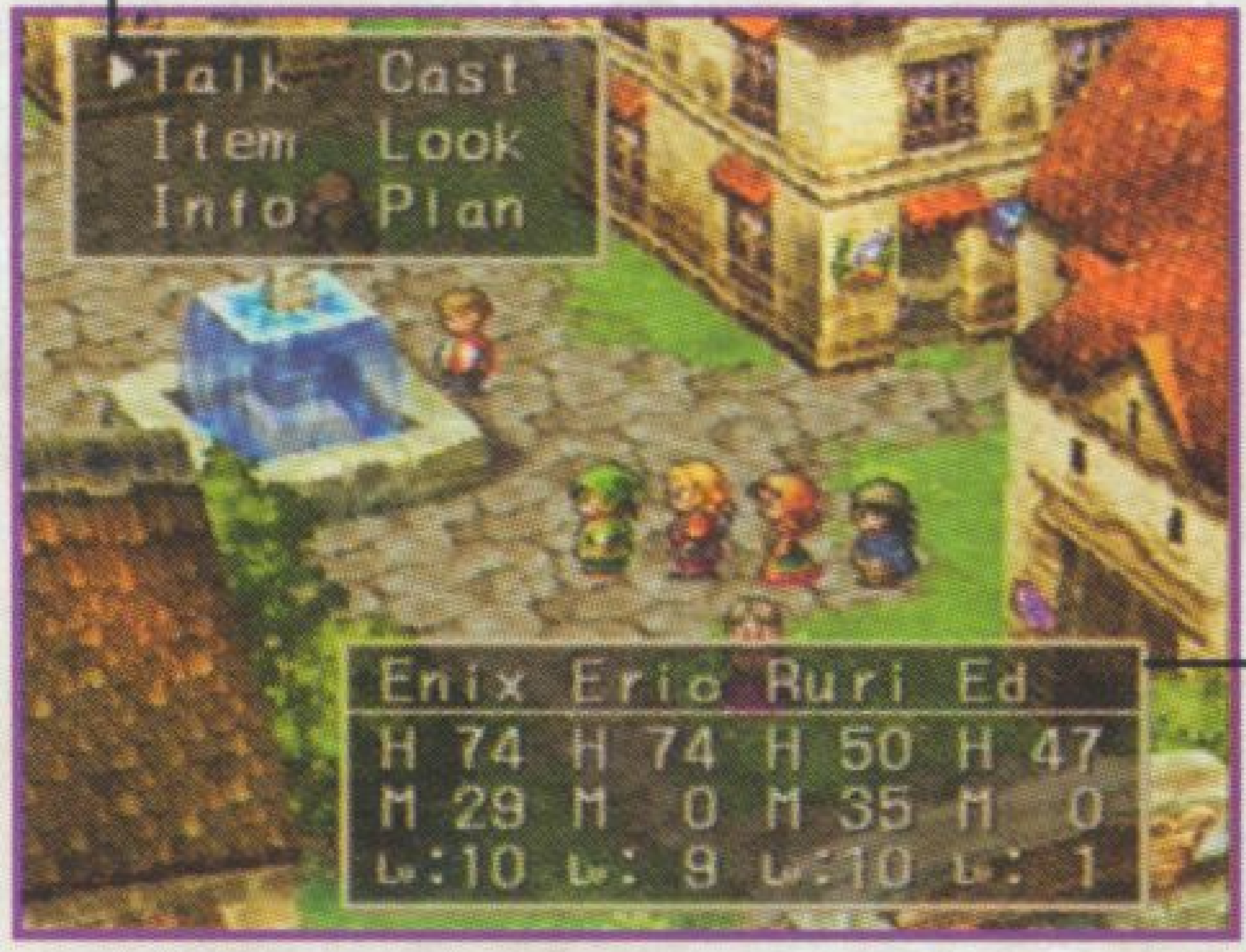
Store your extra gold You can store the gold you have earned on your adventures in 1,000G increments. Withdraw your gold whenever you like. If the whole party is defeated, your gold will be reduced by half. Gold deposited in the bank is not subject to this deduction. Leave your extra gold in the Gold Bank for peace of mind!

7 BASIC COMMANDS

As the adventure progresses, it is important to make full use of the commands. Here is a list of the commands that you use during movement.

MAIN WINDOW

Let's learn the Six Basic Commands.



```
Enix Erio Ruri Ed
H 74 H 74 H 50 H 47
M 29 M  0 M 35 M  0
L:10 L: 9 L:10 L: 1
```

STATUS WINDOW

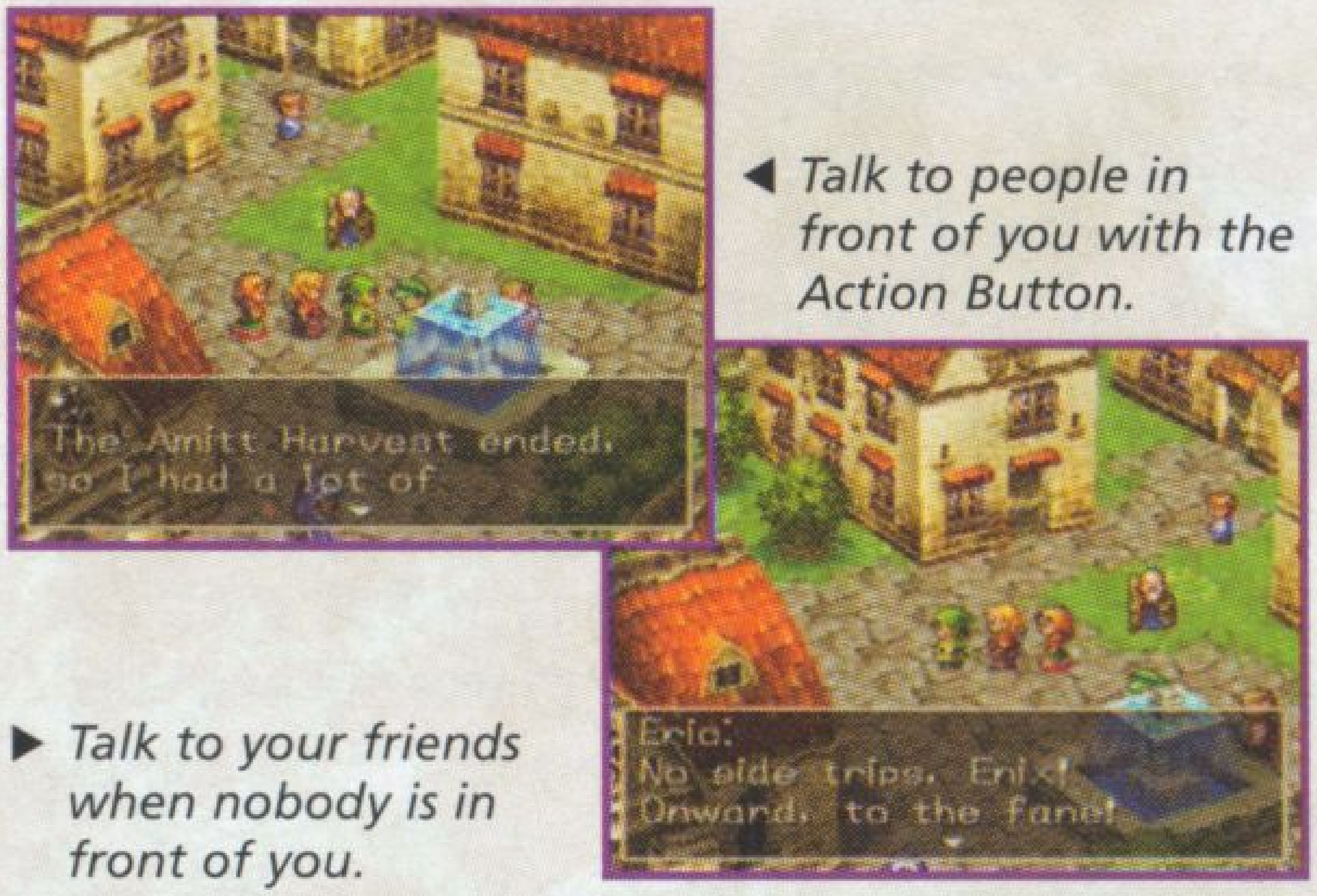
Status Window Shows HP, MP, and Levels for all party members.

THE SIX BASIC COMMANDS

Use these six commands while you are not in combat. Push the ✕ button to view the window for these six commands. Use the directional button to select a command, and push the ✕ button again to input a command.

TALK

This command allows you to talk to people directly in front of you, and is the same as pushing the Action Button. When nobody is in front of you, you will talk among your own party. If you're worried about something, or you want to see how your friends are doing, try talking to them. They'll usually be happy you did.


The Amitt Harvest ended, so I had a lot of

Erio:
No side trips, Enix!
Onward, to the fane!

◀ *Talk to people in front of you with the Action Button.*

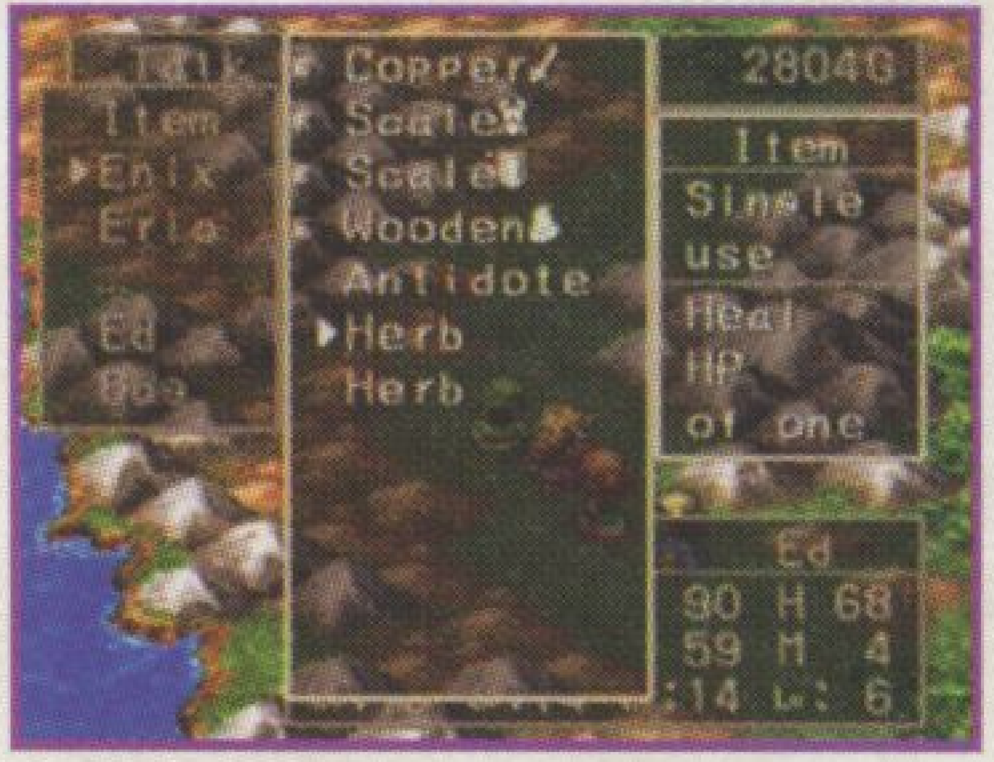
▶ *Talk to your friends when nobody is in front of you.*

ITEM

Check and arrange your party's items. First select whose items to view, then select an item, and finally select what to do with the item.

◆ Choosing who will hold the items

Items that are currently equipped are marked with "E." Placing the cursor on other items will tell you how the character Stats will change when equipped. Each party member can hold up to twelve items. If you try to give a player with a full inventory an item, the item will trade with the item in the spot where you place the cursor.


Talk
Item
▸Enix
Eric
Ed
Bag
Copper
Scale
Scale
Wooden
Antidote
▸Herb
Herb
2804G
Item
Single
use
Heal
HP
of one
Ed
90 H 68
59 M 4
:14 Lv: 6

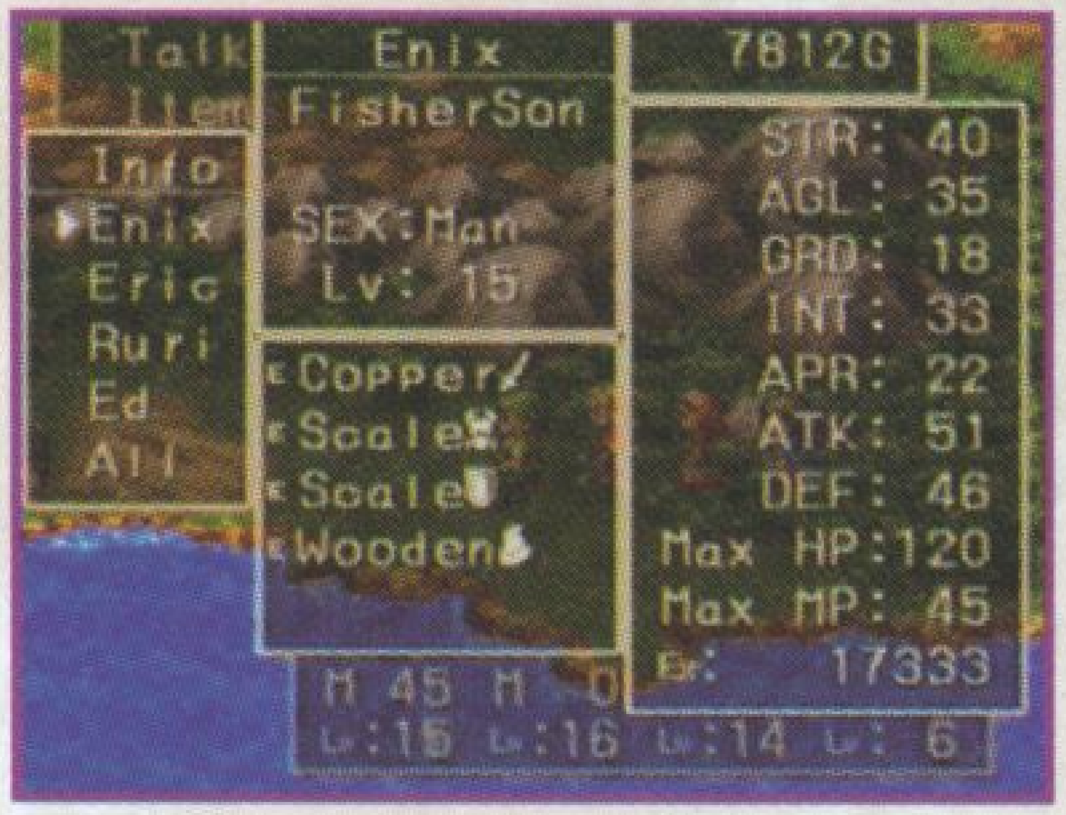
◂ *Put the cursor on an item, and a window appears showing the item type and abilities.*

◆ Using the Bag

The quantity of each item is shown in the Bag. Any type of item can be placed in the Bag. When there are more items than can fit into one page, use the directional button to scroll between pages.

ITEM SUB COMMANDS

- **Use**
  Use the selected item. For healing items, also select which ally to use it on.
- **Give**
  Gives items to allies, or places them in the Bag. You will be given the option to equip the items immediately after giving them to an ally.


Talk
Item
Info
▸Enix
Eric
Ruri
Ed
All
Enix
FisherSon
SEX:Man
Lv: 15
E Copper
E Scale
E Scale
E Wooden
7812G
STR: 40
AGL: 35
GRD: 18
INT: 33
APR: 22
ATK: 51
DEF: 46
Max HP:120
Max MP: 45
Ex: 17333
M 45 M 0
Lv:15 Lv:16 Lv:14 Lv: 6

▸ *Check the changes in Stats to decide who to equip with what.*

- **Equip**
  Equip selected item. This command is not displayed when you have selected "Bag."
- **Toss**
  Discard selected item. Be careful. You might not ever be able to get the discarded item again.
- **End**
  Closes all windows.

INFO

Use the Info command to see the Stats for the Hero and his allies.

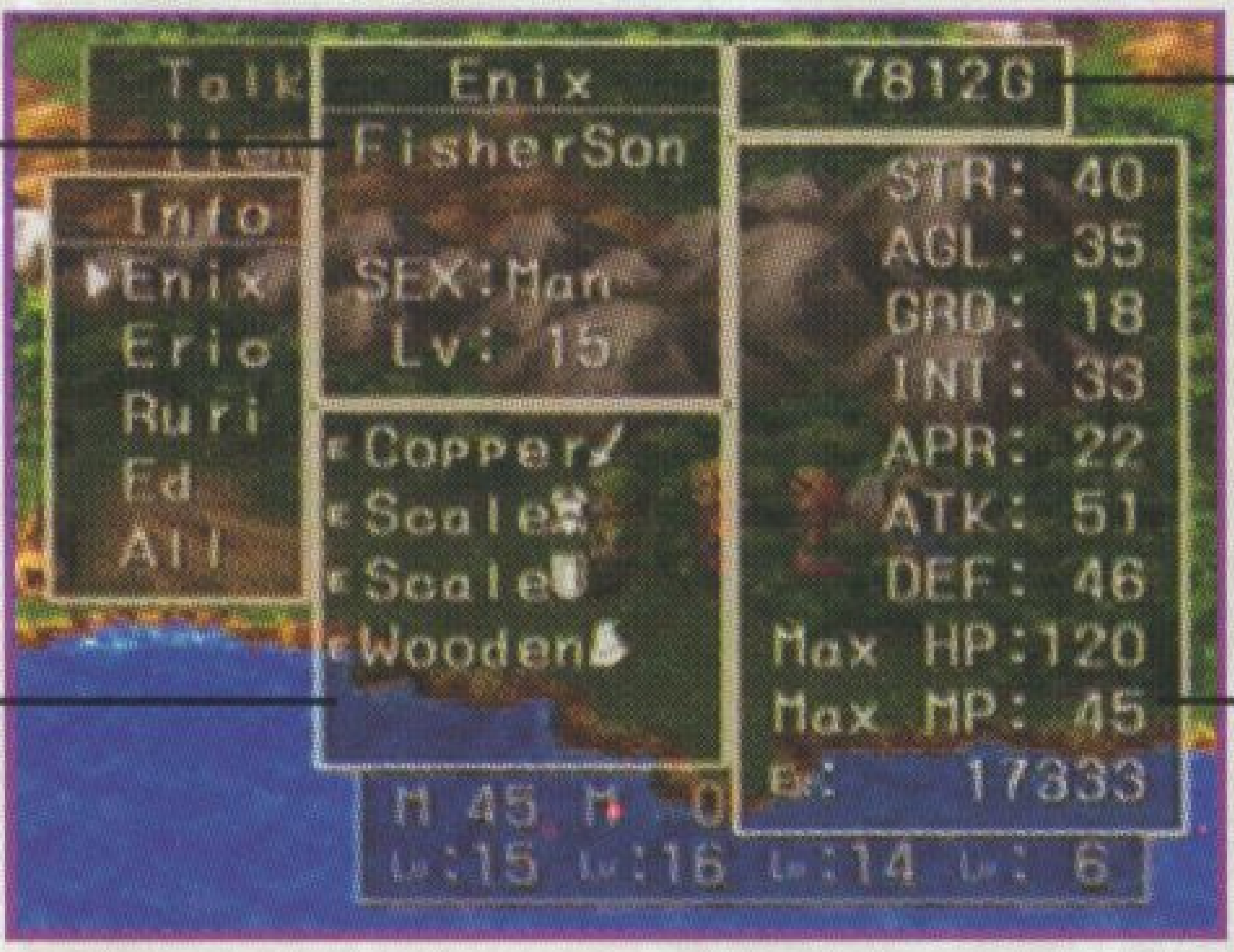
◆ Individual Stats

Choose an ally for whom to display detailed Stats.

If the ally knows any Spells or Skills, push the ✕ button to scroll through the following menus, in this order: Battle Spells > Battle Abilities > General Spells and Skills. Use the ○ button to go back to the last menu.

◆ Party Stats

Select "Party" to check the Stats of all four characters.



Enix
FisherSon
SEX:Man
Lv: 15

Copper
Scale
Scale
Wooden

7812G

STR: 40
AGL: 35
GRD: 18
INT: 33
APR: 22
ATK: 51
DEF: 46
Max HP:120
Max MP: 45
Ex: 17333

H 45 M 0
Lv:15 Lv:16 Lv:14 Lv: 6

NAME AND CLASS

Shows the character's name, class, sex and level.

GOLD

The global monetary unit. Displays the total gold for the whole party.

EQUIPMENT

Shows items equipped.

STATS

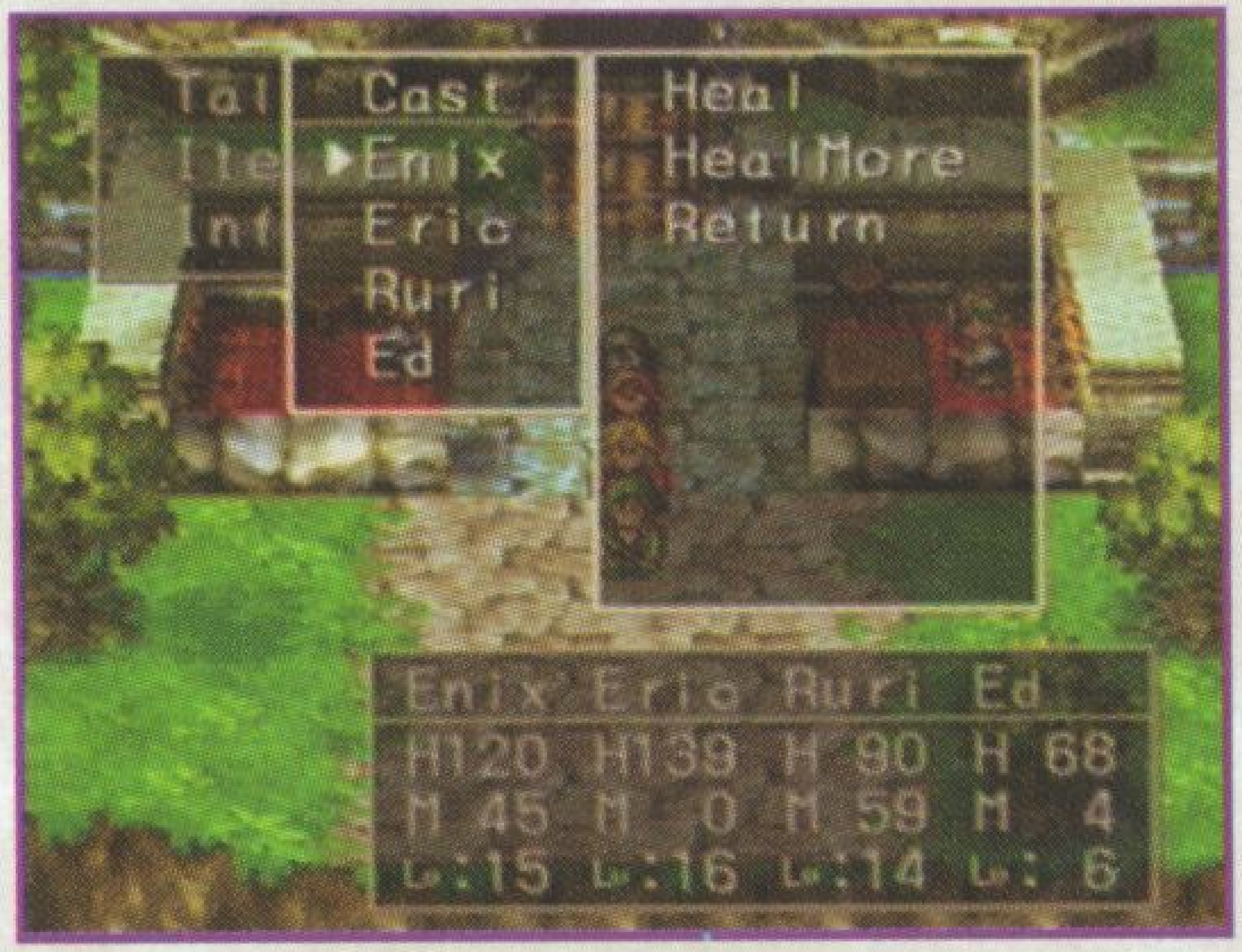
Displays current levels of strength and other attributes.

STATS

- **HP (Hit Points)**
  Represents the character's remaining physical strength. Enemy attacks gradually wear down the HP, and when the HP reaches 0, the character dies.
- **MP (Magic Points)**
  Represents the character's energy used for magic. Each time you cast a spell, the MP lowers slightly. When the MP reaches 0, that character cannot use spells.
- **Level (Lv)**
  A number representing that character's overall strength level. Raise your level by defeating enemies and gaining Experience Points. When you raise your level, your character's Max HP and Max MP go up, and sometimes the character learns new Spells or Skills.
- **Strength (STR)**
  Physical strength. The larger this number, the higher the Attack rating, and the more damage inflicted upon enemies during battle.
- **Agility (AGL)**
  Speed of movement. The higher the number, the higher the probability of being able to attack first during combat.
- **Guard (GRD)**
  The sturdiness of the character's body. Has a close relationship to "Defense".
- **Intelligence (INT)**
  The mental prowess of the character.
- **Appearance (APR)**
  The physical beauty of the character. Changes depending on the equipped items. It is unimportant for most battles, but surely something good will happen if this rating is high.
- **Attack (ATK)**
  The sum of the "Strength" rating and the attack power of the equipped items. The larger the Attack rating is, the more damage inflicted upon enemies.
- **Defense (DEF)**
  How well a character guards against attacks. The larger this rating is, the less damage received by the character each attack.
- **Max HP (Hit Points)**
  The maximum amount of Hit Points. A stay at an Inn will restore your HP to this level. Each new Level reached raises your Max HP.
- **Max MP (Magic Points)**
  The maximum amount of Magic Points. A stay at an Inn will restore your MP to this level. Each new Level reached raises your Max MP.
- **Ex (Experience Points)**
  The points gained each time the character defeats a monster. Collecting Experience Points will raise the character's Level.

CAST

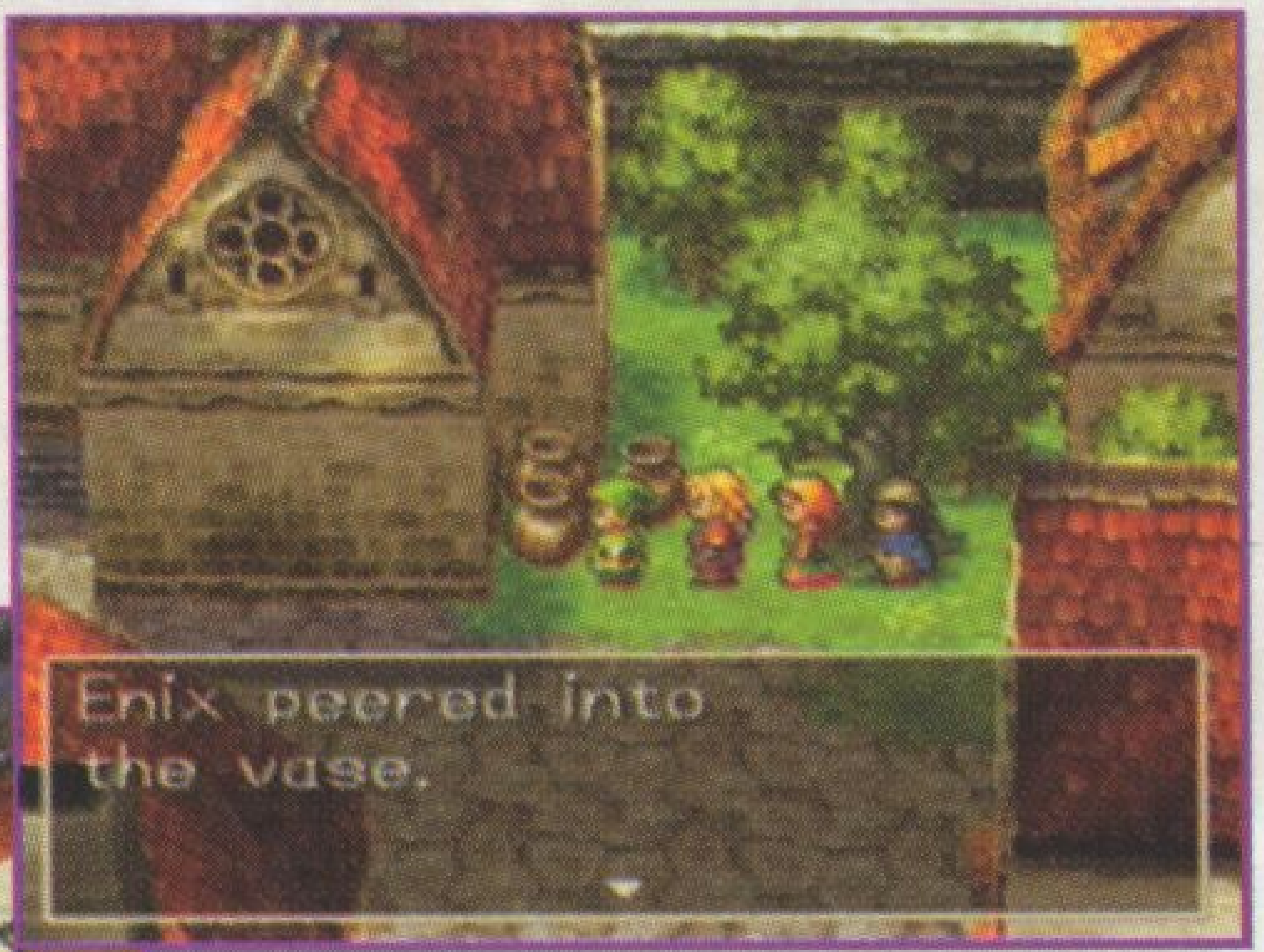
Use this command for Spells and Skills while you're not in combat. Choose an ally, and then a Spell menu will appear. Place the cursor on a Spell or Skill, and you can see MP needed and MP remaining, and the effect of the Spell or Skill. (When the Spell/Skill window is full, use the directional button to flip between pages). Be sure to use spells like Heal as soon as they are needed.


Tal
Ite
Inf
Cast
▸Enix
Eric
Ruri
Ed
Heal
HealMore
Return
Enix Eric Ruri Ed
H120 H139 H 90 H 68
M 45 M 0 M 59 M 4
L:15 L:16 L:14 L: 6

▲ *Only the spells that you can use while moving are listed. Battle spells are not shown.*

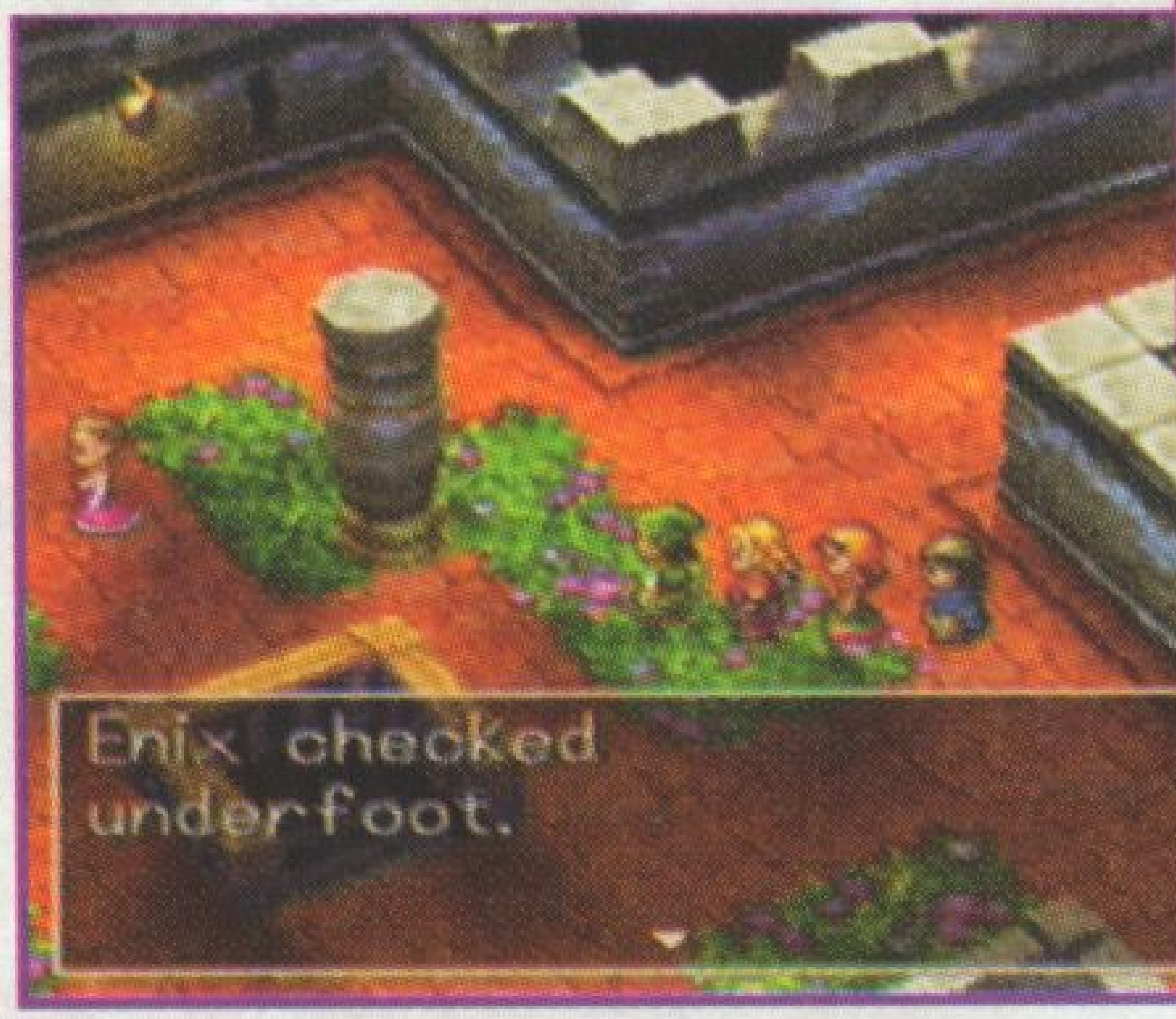
LOOK

When there is something you wish to check in front of you, "Look" does the same thing as the Action Button. If there is nothing in front of you, the character will check the ground.



Enix peered into the vase.

▲ *The difference between the Action Button and "Look" is that "Look" will check barrels or vases without breaking them.*

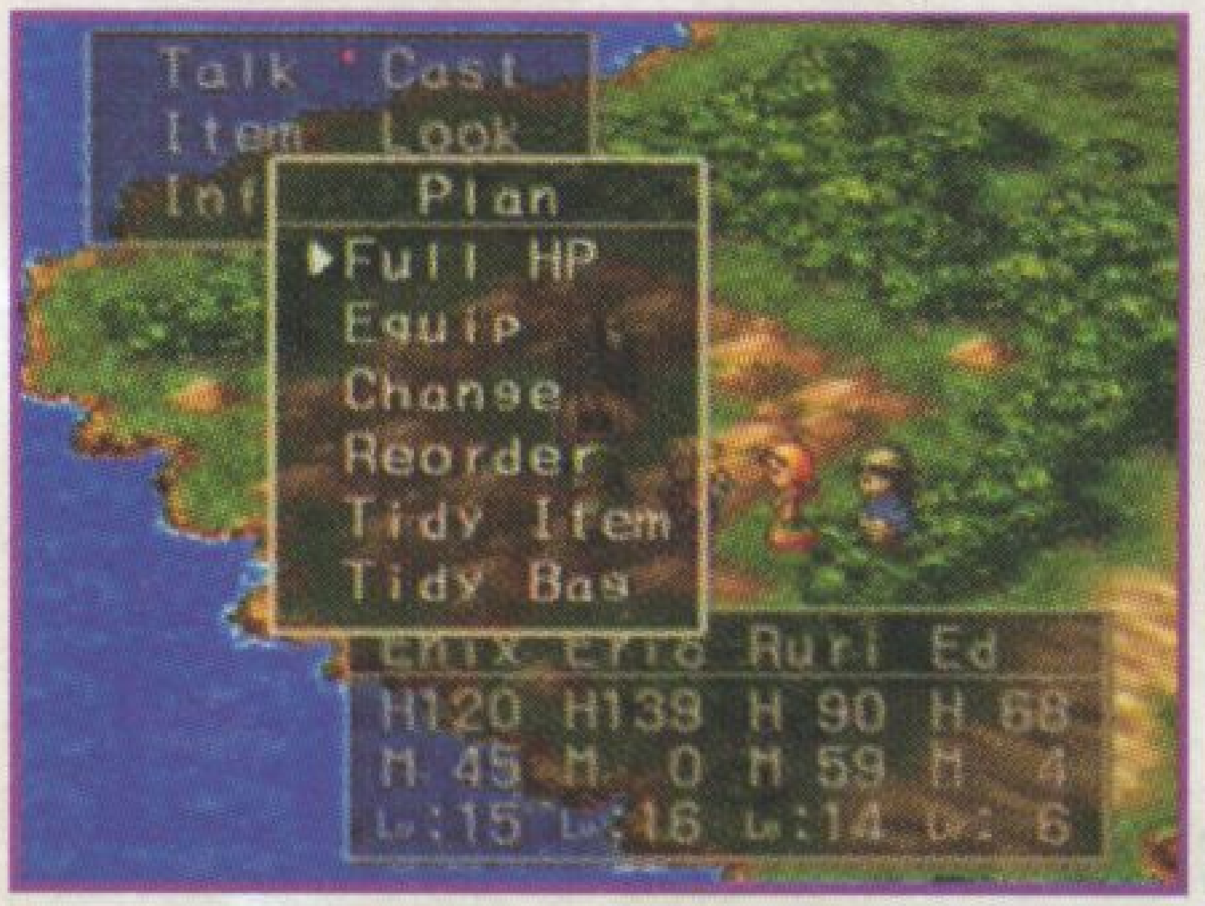


Enix checked underfoot.

◀ *When there is nothing in front of you, the character will check the ground.*

PLAN

Change the formation of your party, and adjust a number of other variables.


Talk
Cast
Item
Look
Inf
Plan
▶Full HP
Equip
Change
Reorder
Tidy Item
Tidy Bag
Ruri
Ed
H120 H139 H 90 H 68
M 45 M 0 M 59 M 4
Lv:15 Lv:16 Lv:14 Lv: 6

◀ *Make full use of all six Sub Commands.*

PLAN SUB COMMANDS

- **Full HP**
  Automatically uses Spells to restore HP of all party members. (Does not use power of items to restore HP.) You only use as much MP as was needed to cast the healing spells.
- **Equip**
  Simply owning items such as Weapons and Armor doesn't do any good. You must equip an ally with the item. The Equip menu lists items in the order of Weapons – Armor – Shields – Helmets – Accessories.
- **Change**
  Choose your battle plans ahead of time.
- **Reorder**
  Choose the order of your party, starting from front. The lead character takes the brunt of the damage during battle. Place the character with the lowest HP and defense power in the rear.
- **Tidy Item**
  This will place all items other than equipment and other important items into the Bag. You can organize a character's items individually, or organize the entire party's items at once.
- **Tidy Bag**
  This will organize the items in your Bag either alphabetically or by type.

8

TERRAIN AND TRANSPORTATION

When you leave the 3D maps of the Towns and Castles, you will enter the Field, where you move across continents. Here is an explanation of the terrain of the Field.

TERRAIN GUIDE

Pay attention to terrain! Some areas you cannot cross, and others contain more monsters.

FIELD

GROUND TERRAIN

You can walk across the land. However, you cannot walk across Craggy Mountains, and you will receive damage when you walk across poison bogs. Mountains and Forests have more monsters in them than Plains.

SEA

You need a boat to cross the sea.

● PLAINS

● SHRUB

● FOREST

● DESERT

● MOUNTAIN

× CRAGGY MOUNTAINS

★ POISON BOG

● BRIDGE

● SEA

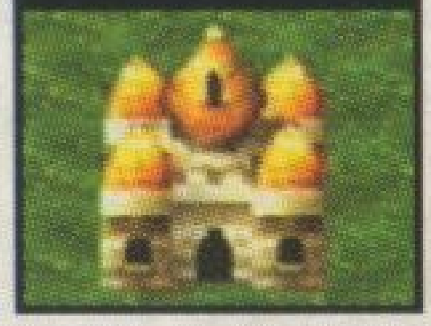
× SHALLOW SEA

● CAN PASS
× CANNOT PASS
★ CAN PASS WITH DAMAGE

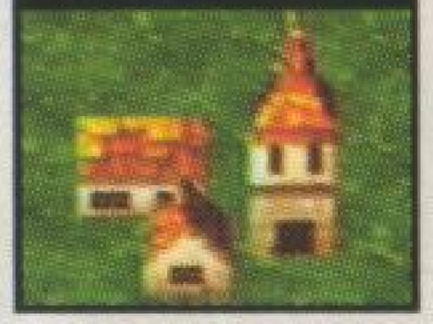
FIELD STRUCTURES

Buildings in the Field are important destinations in your adventure. If you find one, be sure to stop by.

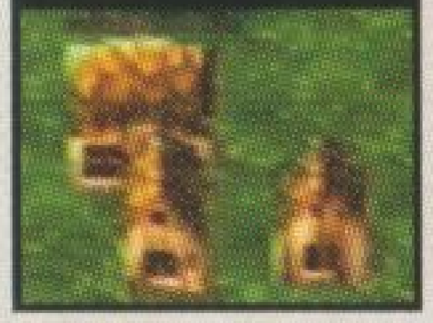
CASTLE



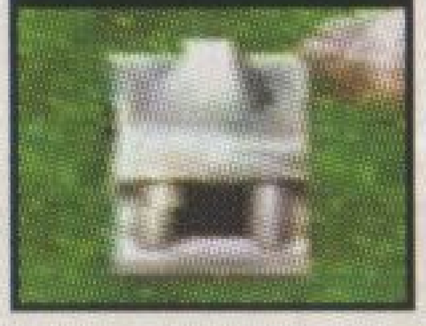
TOWN



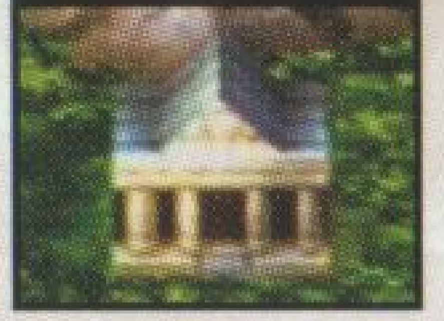
VILLAGE



FANE



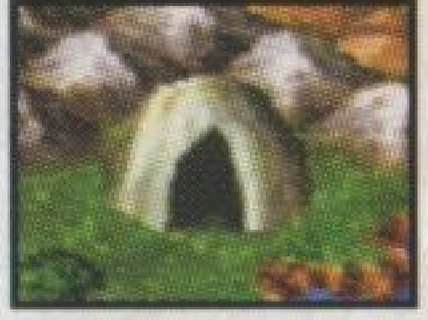
TEMPLE



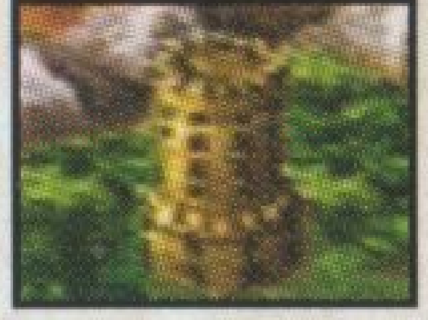
CAVES / TOWERS

Caves and Towers are usually the homes of monsters. Be careful!

CAVE



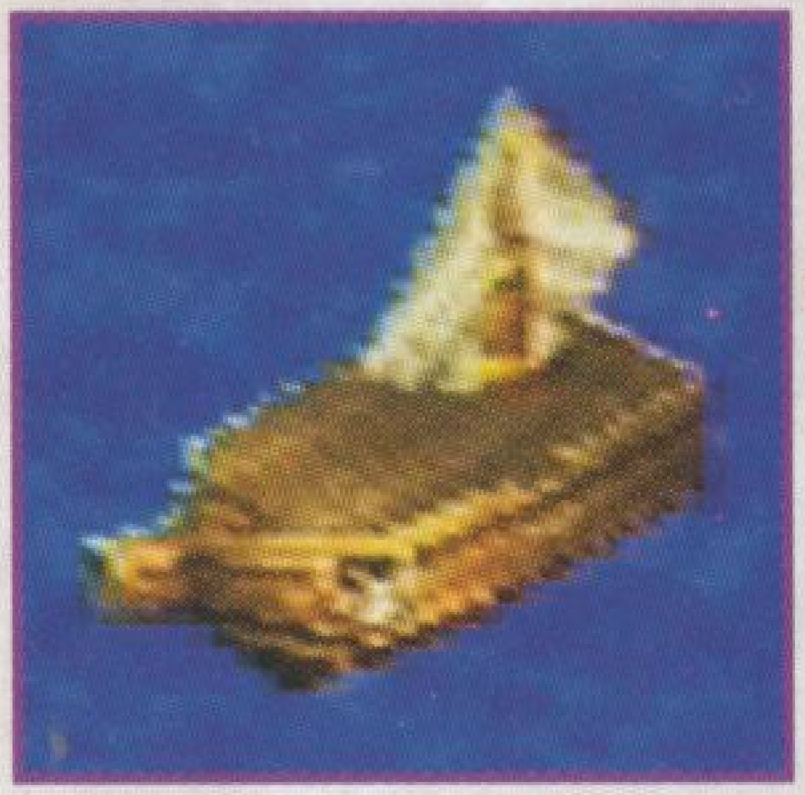
TOWER



TRANSPORTATION

Vehicles allow you to cross formerly insurmountable terrain, suddenly expanding your range of exploration.

- **Boat**
  When you get the boat, you can freely navigate the seas. However, a boat cannot cross bridges or shallow sea.



▲ *Boat*

- **Magic Carpet**
  When you get the Magic Carpet, you can fly across shallow seas, bridges, and other terrain that could not be passed with the boat. You still cannot pass areas that are too high, such as forests and mountains, but you can fly safe and clear over the heads of all monsters!

There are other vehicles in the world of Dragon Warrior VII as well! Do your best to uncover their whereabouts!

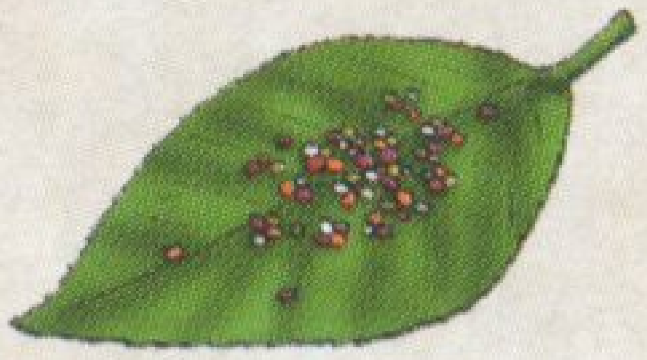
9

USEFUL ITEMS

Find out about a few of the items that will help you on your journey. You can buy many of these items at shops, or find them in other places along your adventure.

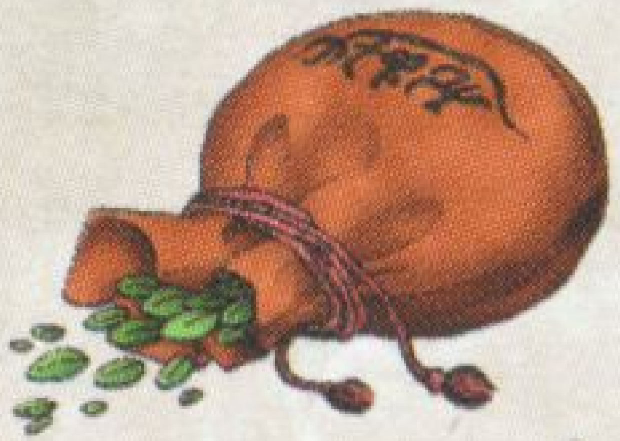
ITEMS FOR YOUR TRAVELS

Items include healing medicines, seeds and nuts that boost your abilities. Use the "items" command to take advantage of the various effects.



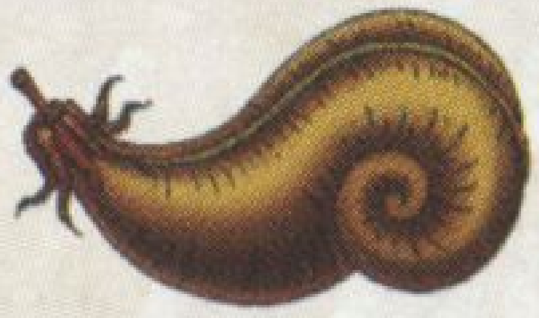
Herb

▲ Medicinal herbs that heal wounds and restore HP. Must-have for adventurers.



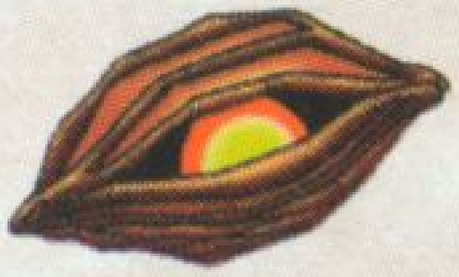
Antidote Herb

▲ Cures poison-related ailments.



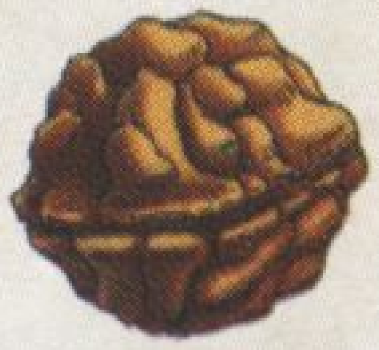
DEFseed

▲ Boosts Guard.



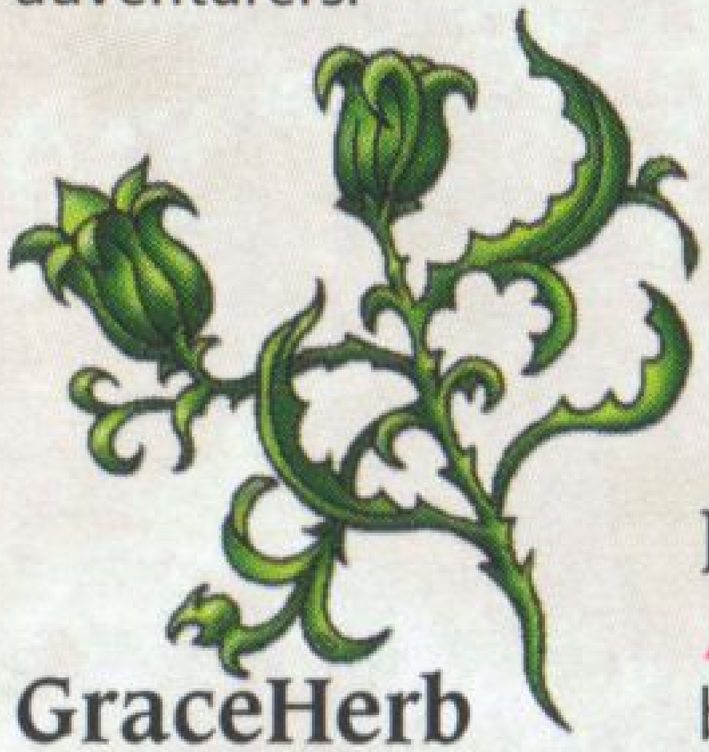
LifeAcorn

▲ Boosts Max HP.



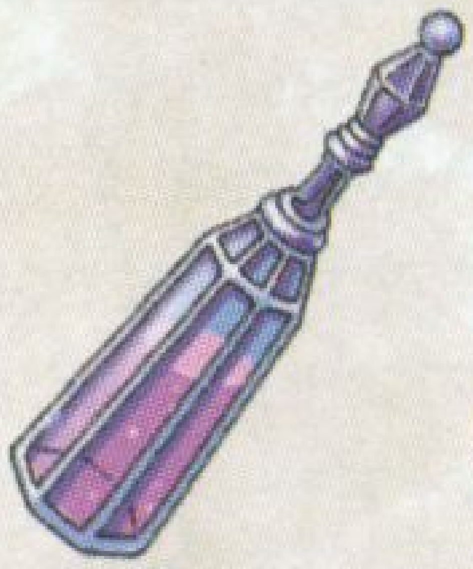
Mystic Nut

▲ Boosts Max MP.



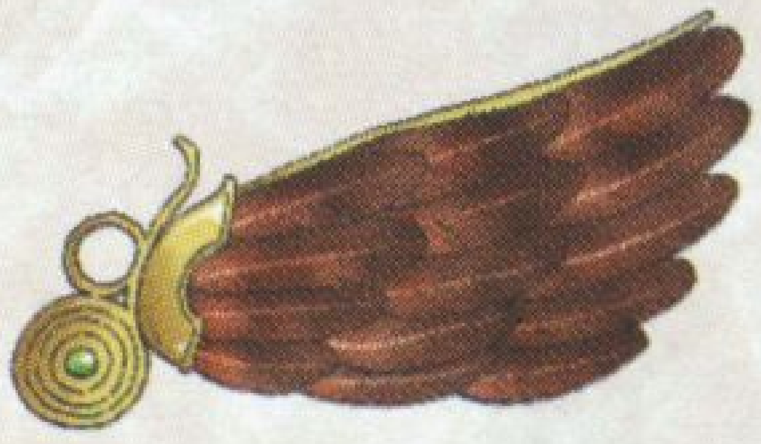
GraceHerb

▲ Boosts Appearance.



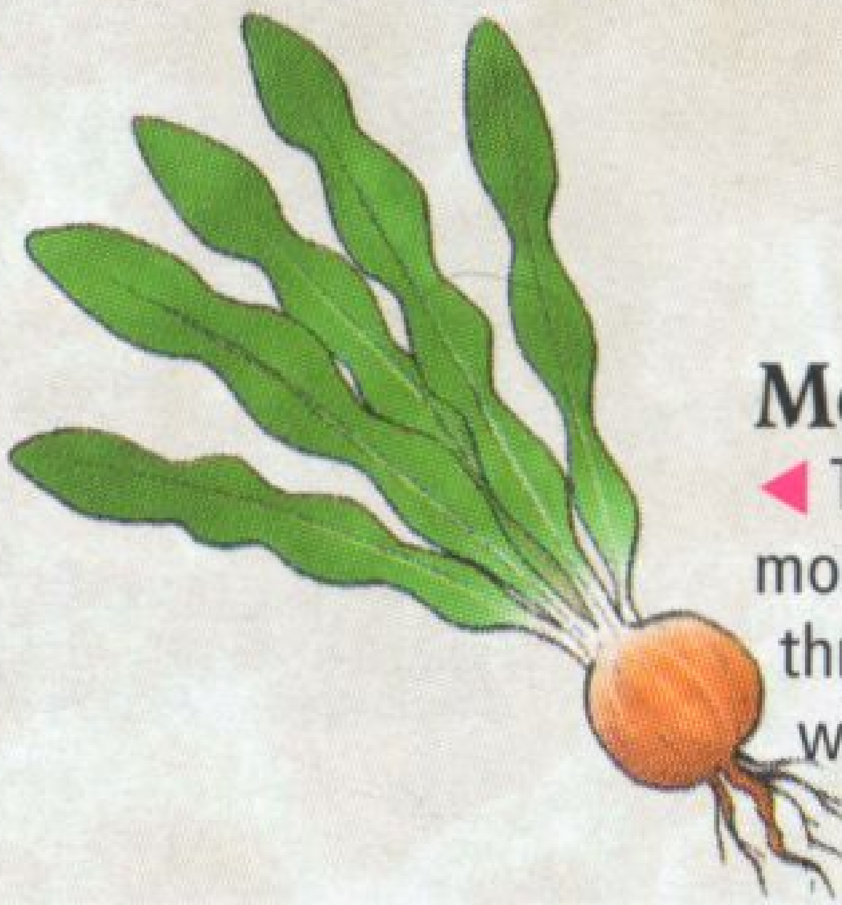
Repellent

▲ Sprinkle on your body to temporarily ward off weaker monsters.



Warp Wing

▲ Throw it into the air to return to a town or castle that you've been to.

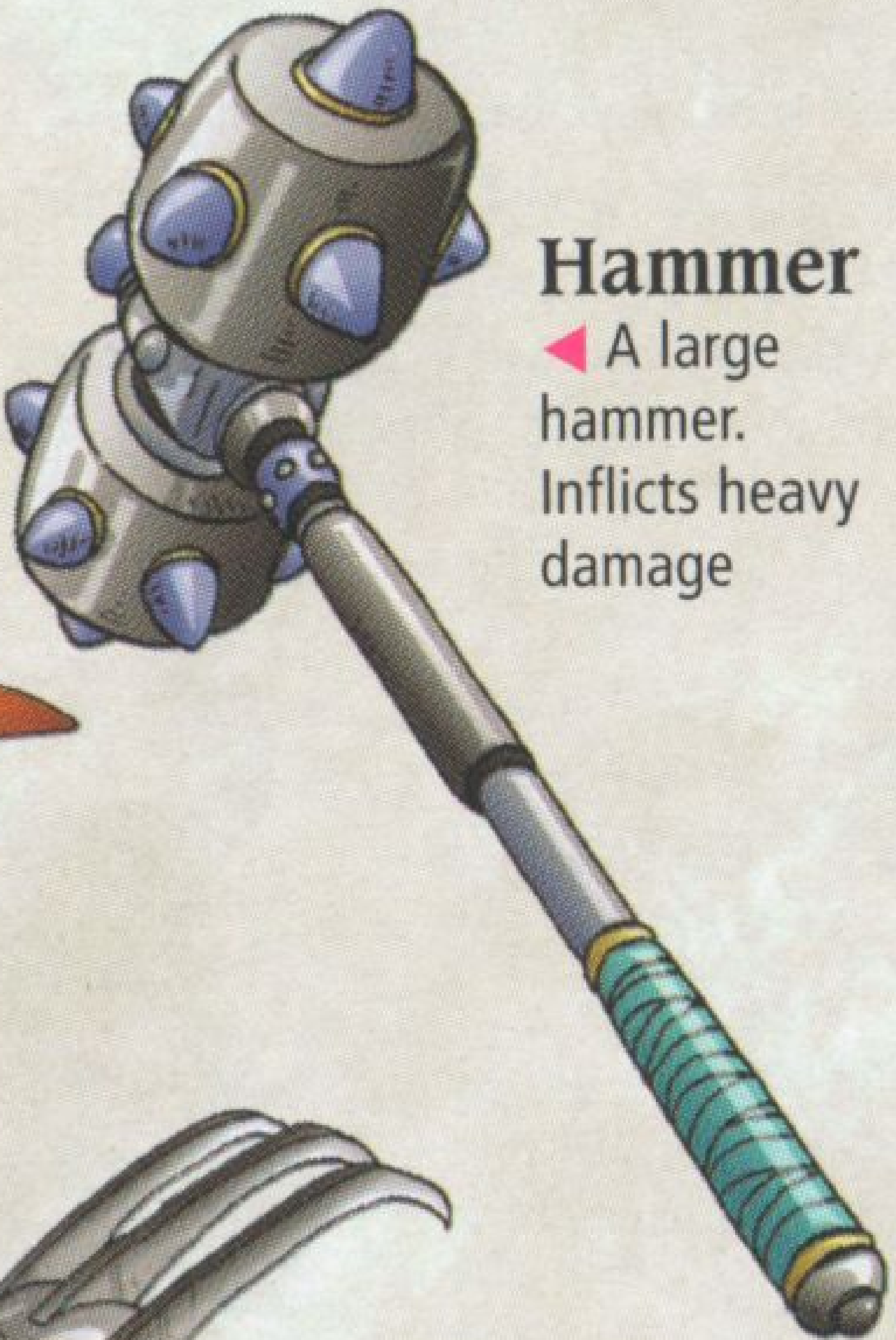


MoonHerb

◀ The power of the moonlight flowing through its roots will cure paralysis.

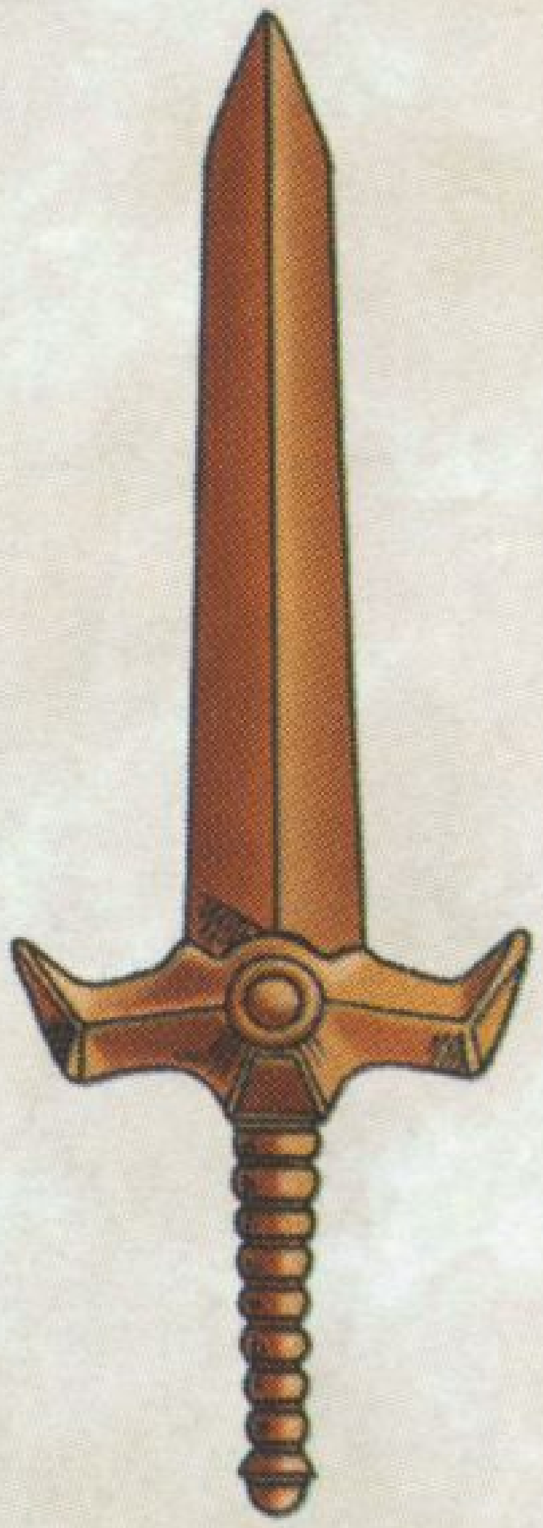
WEAPONS

Equip your party with weapons to raise their Attack power. Equip the most powerful weapons possible to prepare for your enemies. Some weapons also have special abilities, and some weapons can only be equipped by certain party members.



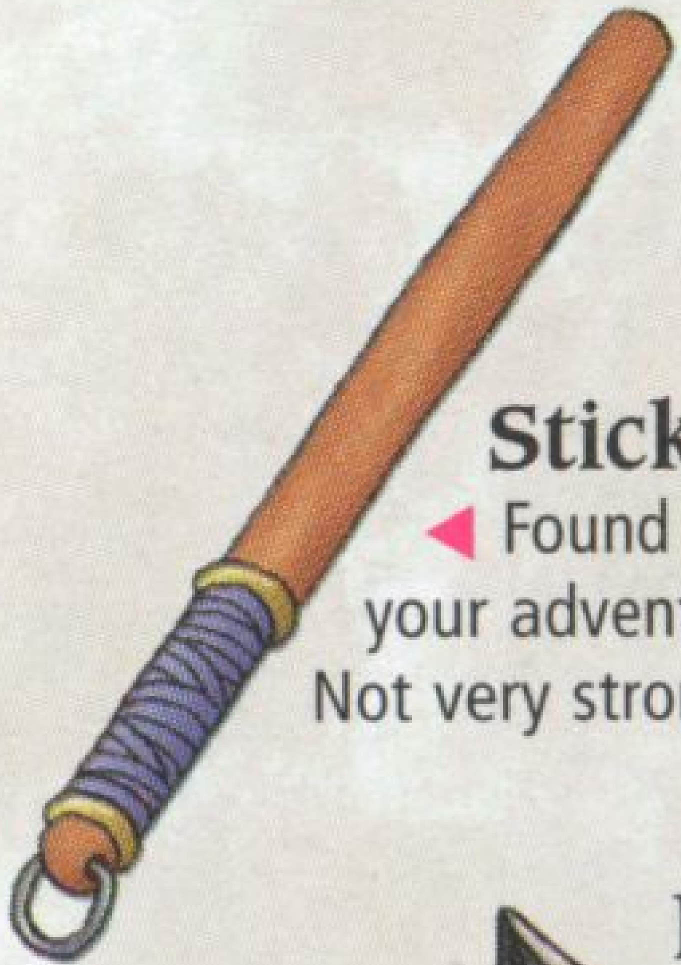
Hammer

◀ A large hammer. Inflicts heavy damage



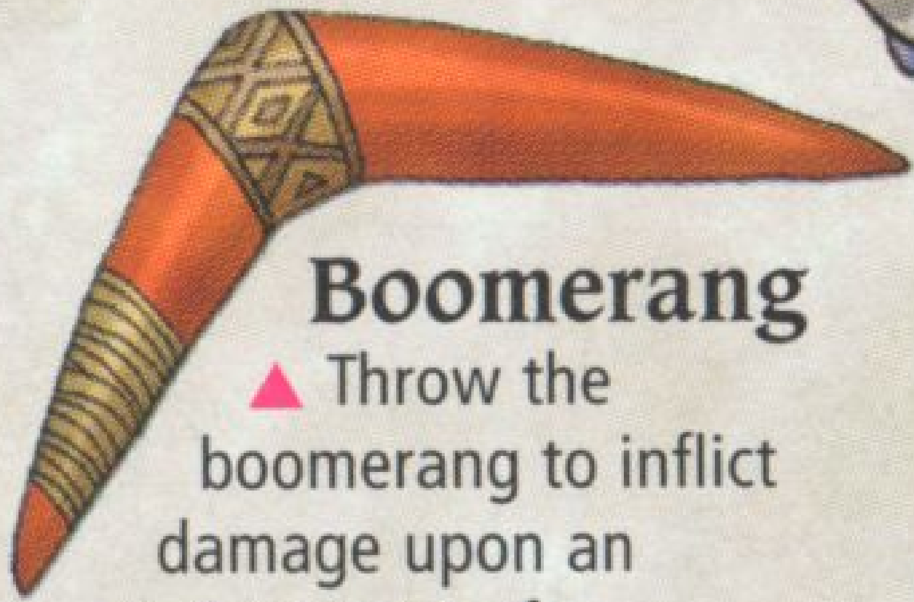
Copper Sword

▲ A sword made of copper. More effective when pounded rather than swung.



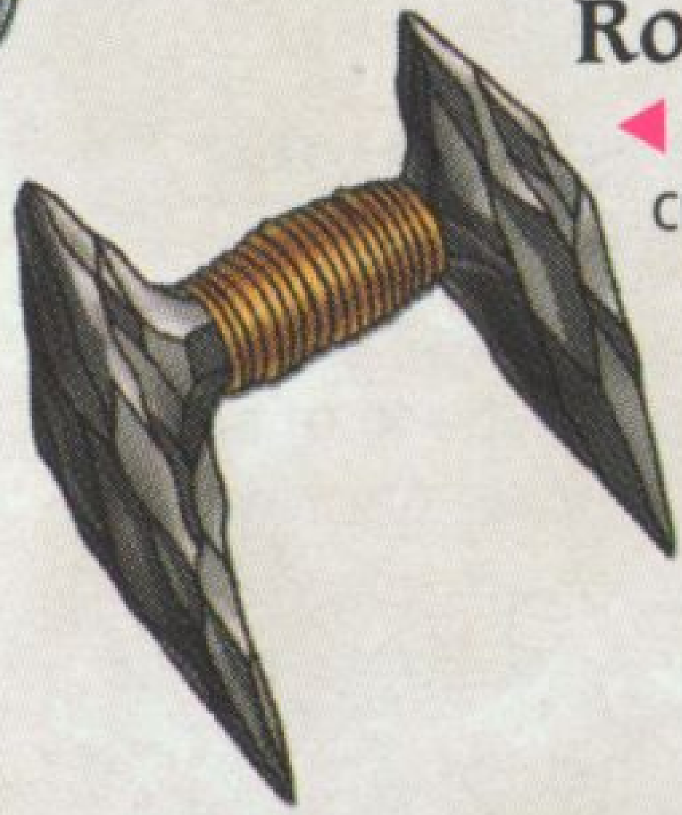
Stick

◀ Found early in your adventure. Not very strong.



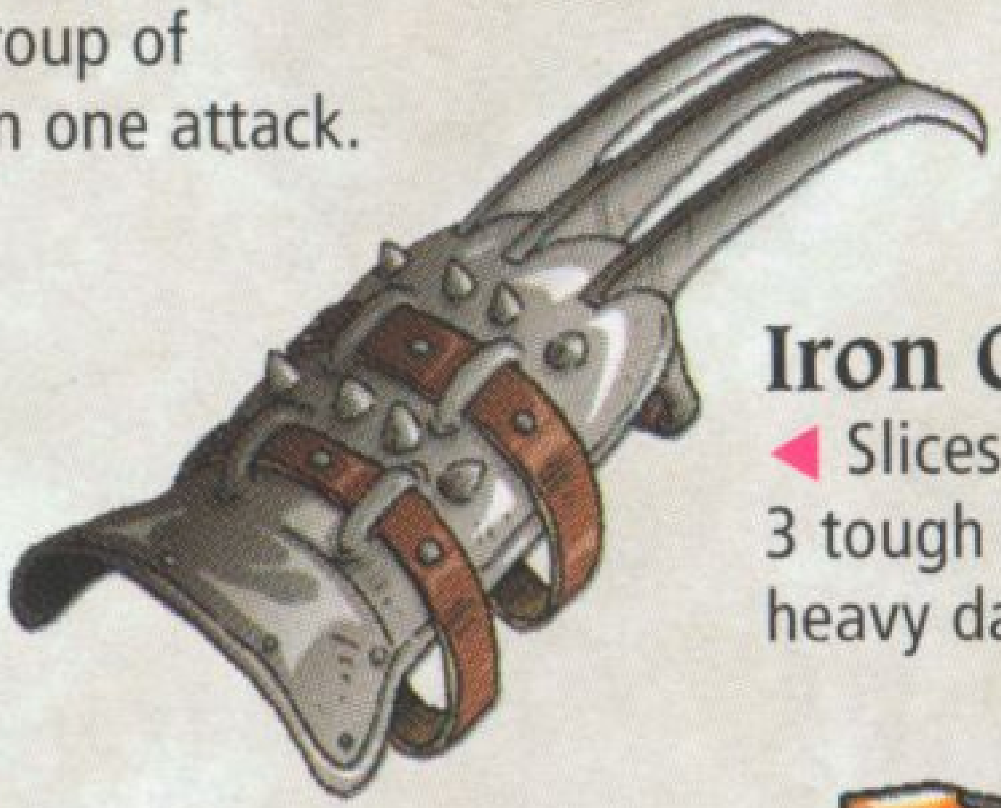
Boomerang

▲ Throw the boomerang to inflict damage upon an entire group of enemies in one attack.



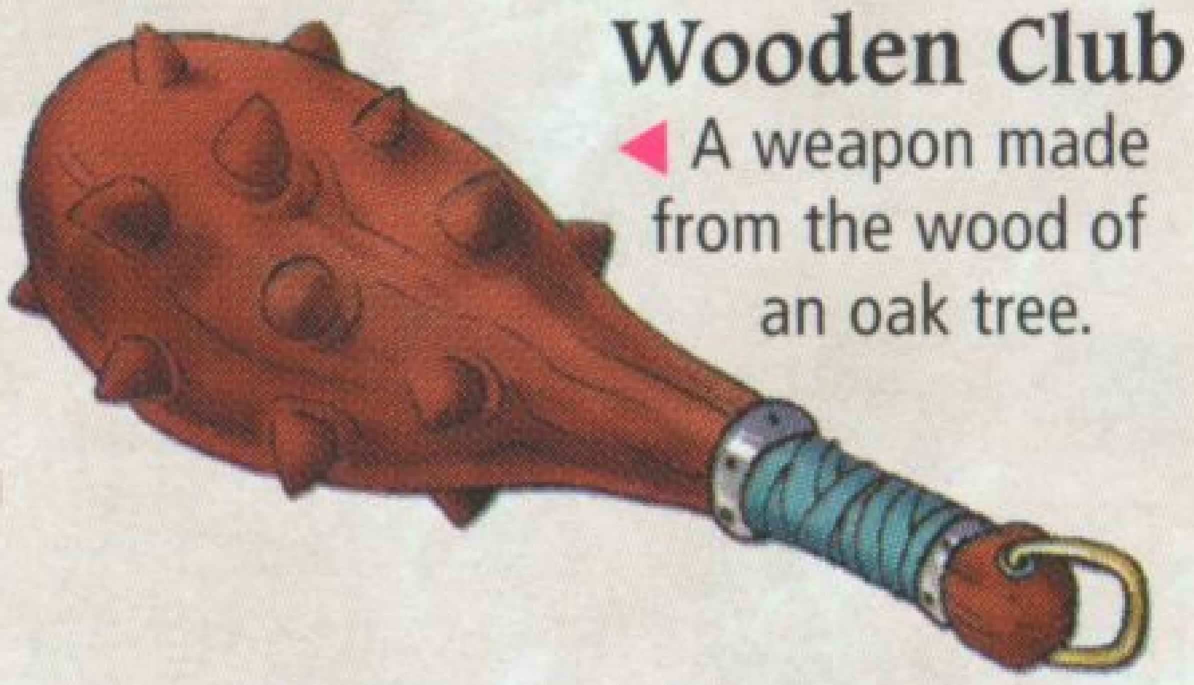
Rock Fang

◀ A primitive weapon created by grinding rock. This is one of Gabo's favorite weapons.



Iron Claw

◀ Slices enemies with 3 tough claws. Inflicts heavy damage.

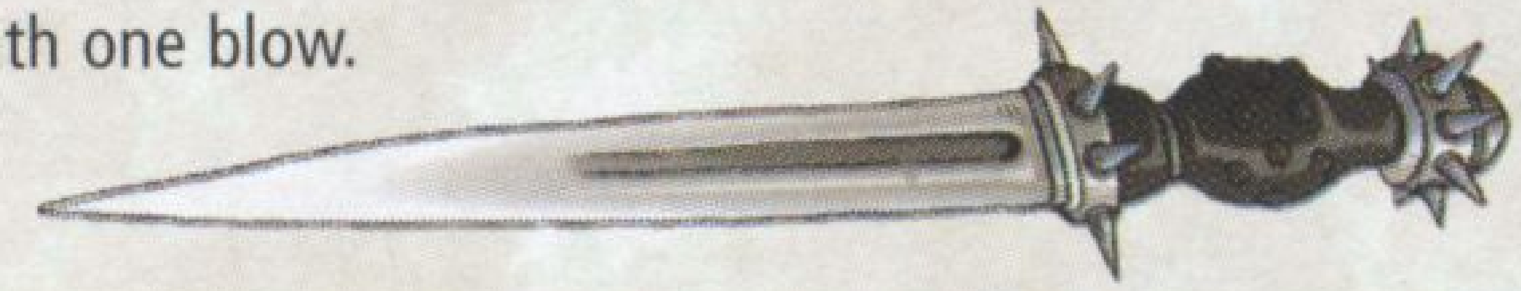


Wooden Club

◀ A weapon made from the wood of an oak tree.

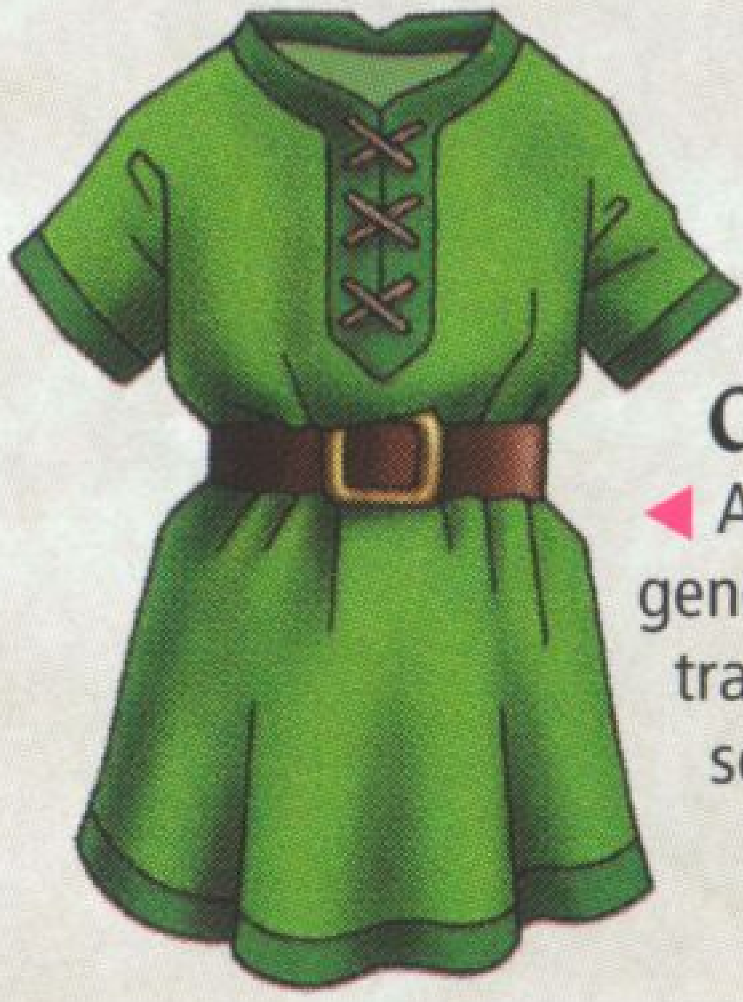
Dagger

▼ A knife laced with poison and used by assassins. If you can hit just the right spot, you can defeat an enemy with one blow.



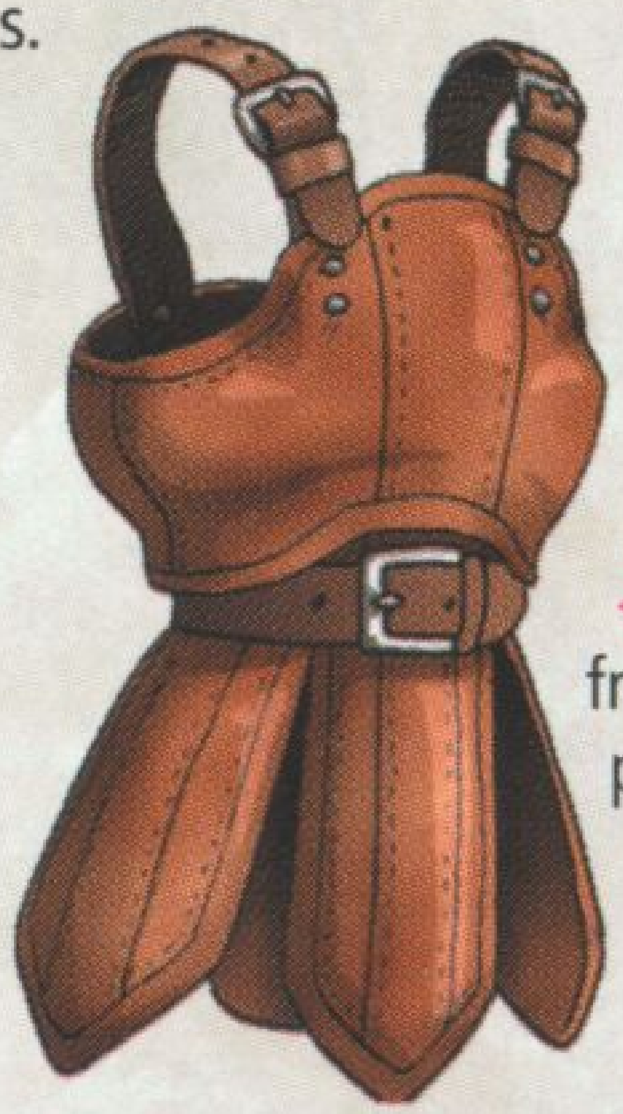
ARMOR

As you proceed upon your quest, you will require armor, shields, helmets and other protection to defend from the nastier enemies. Like Weapons, some types of Armor have special effects.



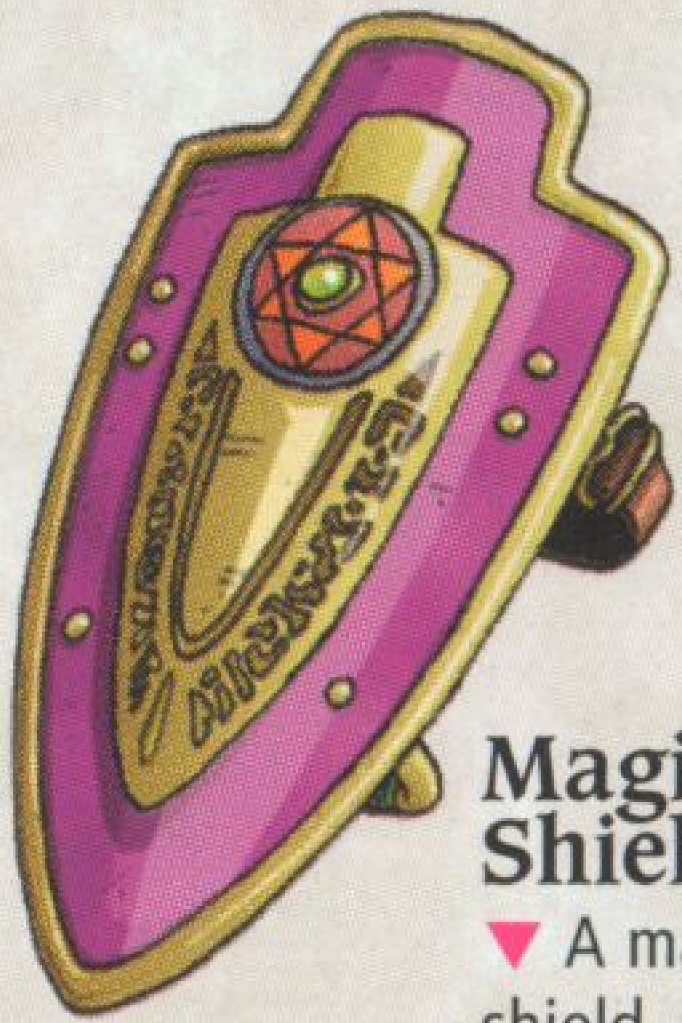
Traveler's Clothes

◀ A classic for generations of travelers. Sturdily sewn from thick cloth.



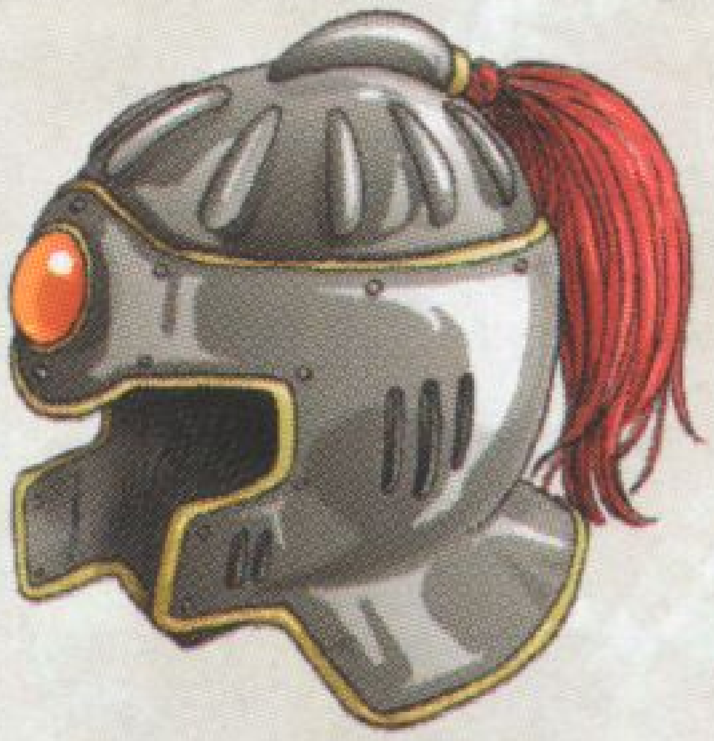
Leather Armor

◀ Armor made from leather. High protection-to-weight ratio.



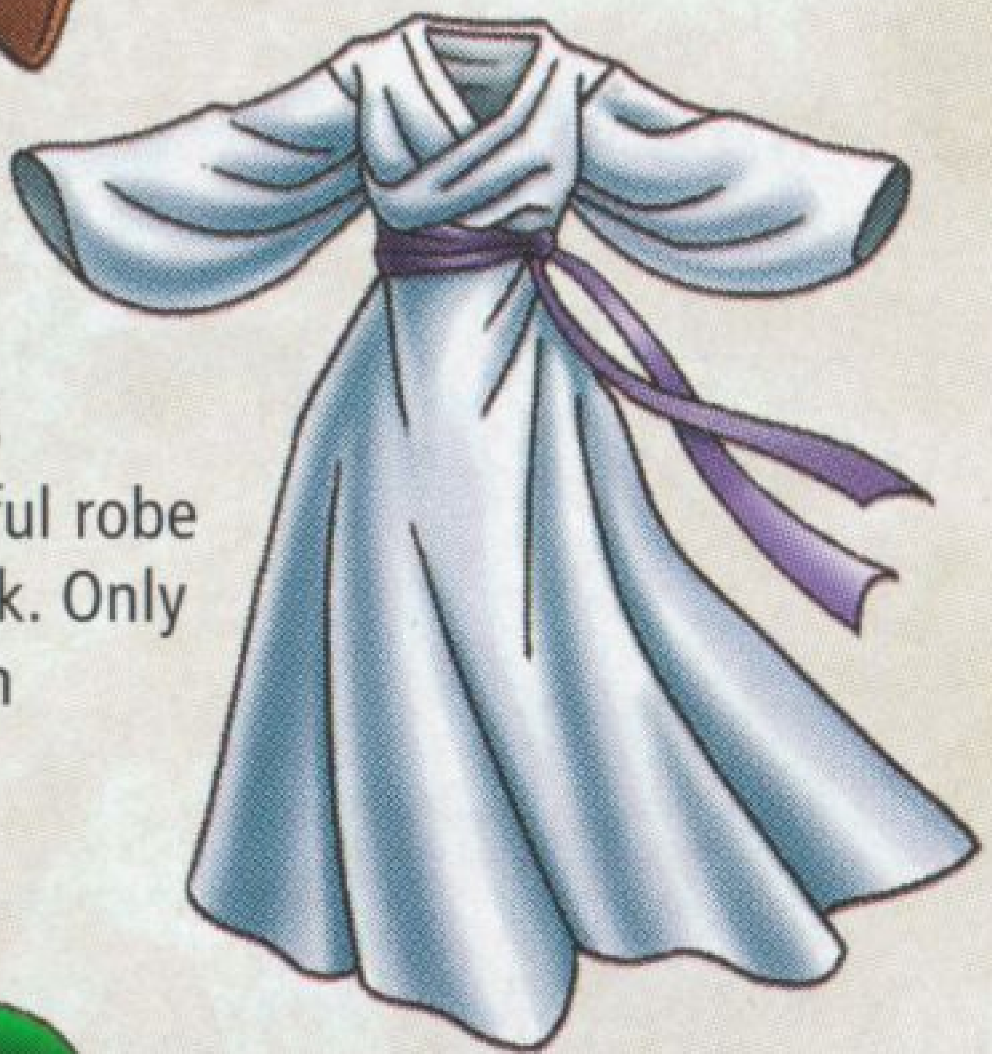
Magical Shield

▼ A magical shield, it weakens the Spells of enemies.



Iron Helmet

▶ Full headgear for protection of the entire head.

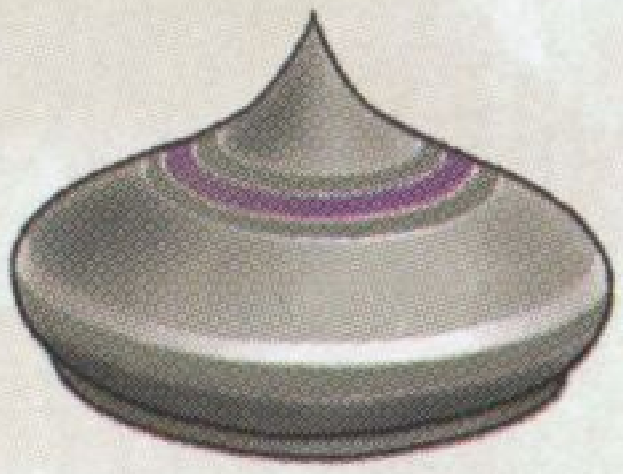


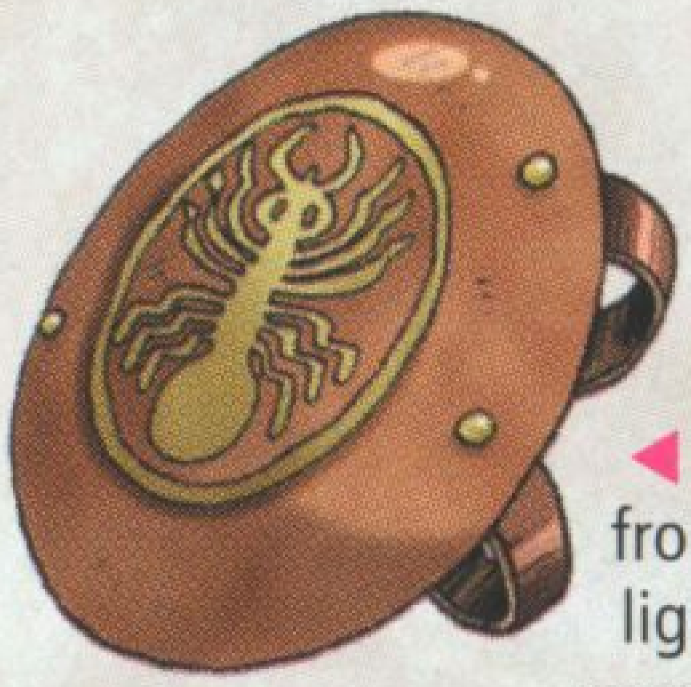
Silk Clothes

▶ A beautiful robe made of silk. Only Maribel can equip it.

Seashell Helm

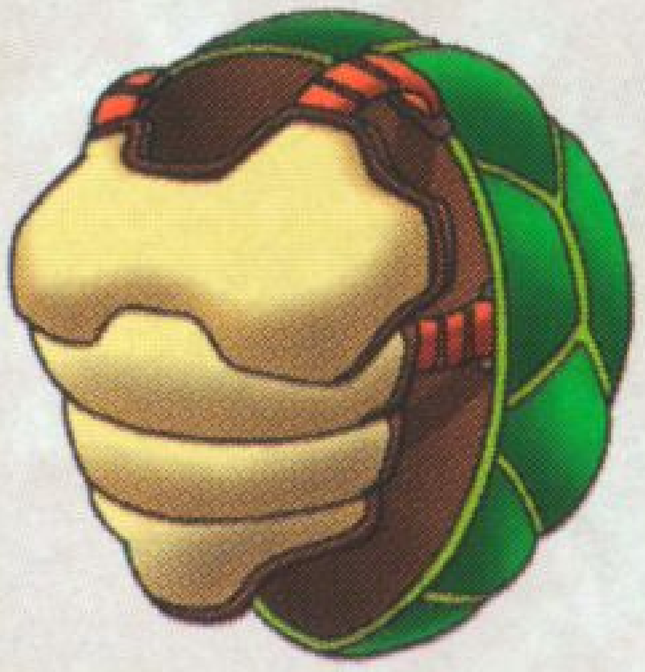
▼ A fun hat made in the shape of a Slime. But equipping it lowers your Appearance rating.





Leather Shield

◀ A small shield made from thin leather. Its light weight makes it possible for most allies to use.

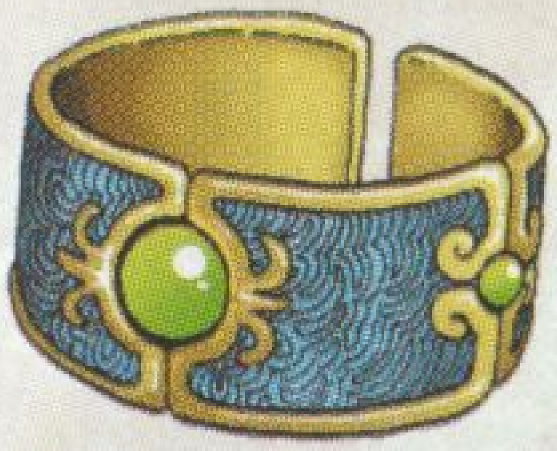


Shell Armor

◀ Tough armor made from a turtle shell. But again, it lowers your Appearance rating.

ACCESSORIES

Even on an adventure, you have to look your best! Accessories mainly raise your Appearance.

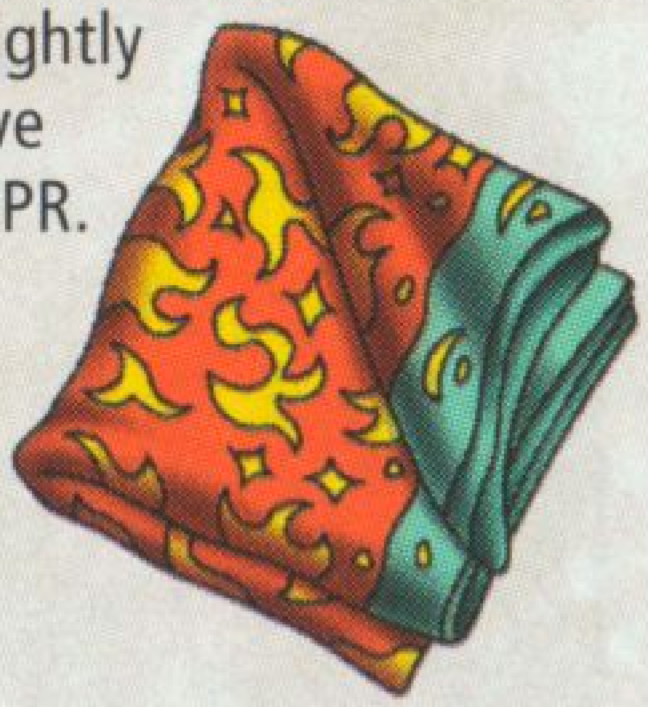


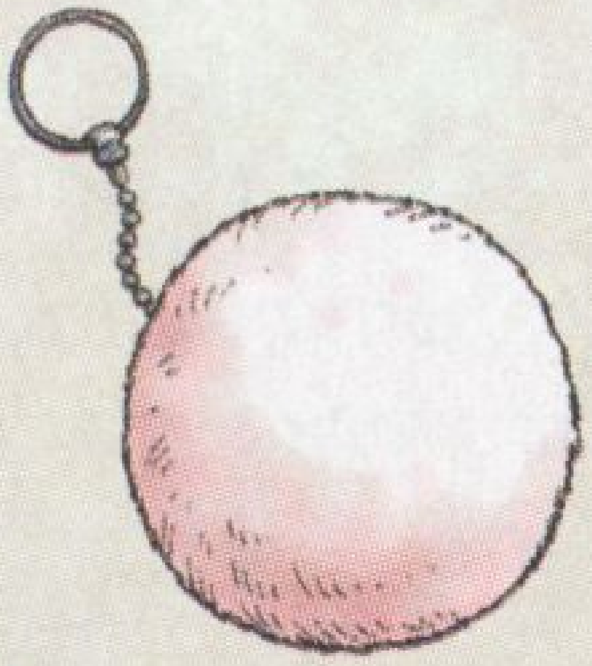
Starry Bracelet

▲ A magical bracelet that, while worn, doubles your AGL.

AGLScarf

▼ Wear this to boost your AGL, and slightly improve your APR.



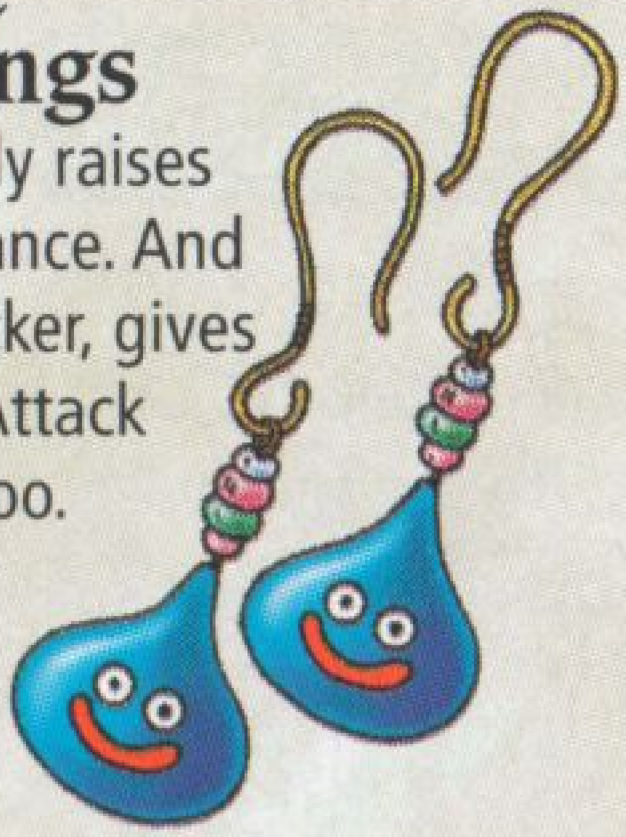


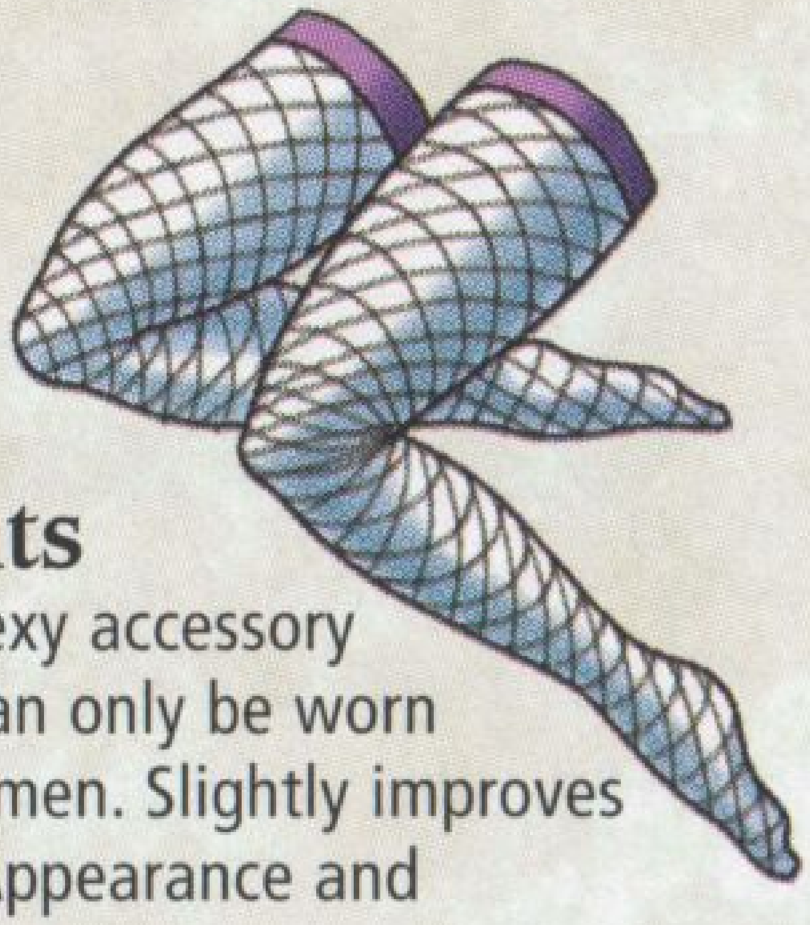
BunnyTail

◀ Raises your Appearance.

Slime Earrings

▶ Greatly raises Appearance. And for a kicker, gives a little Attack boost, too.





Tights

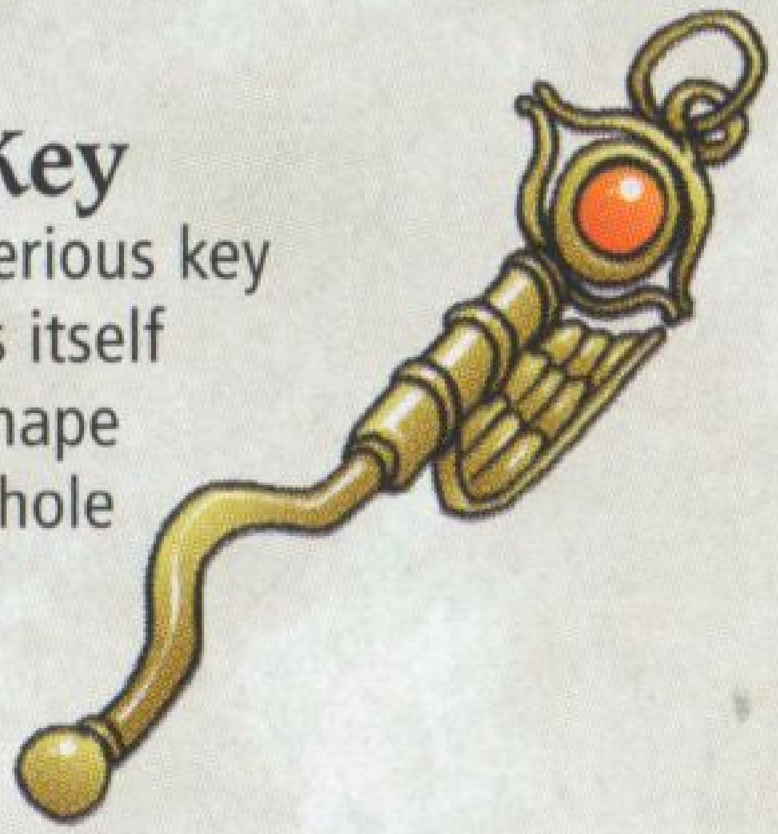
▶ A sexy accessory that can only be worn by women. Slightly improves both Appearance and Defense.

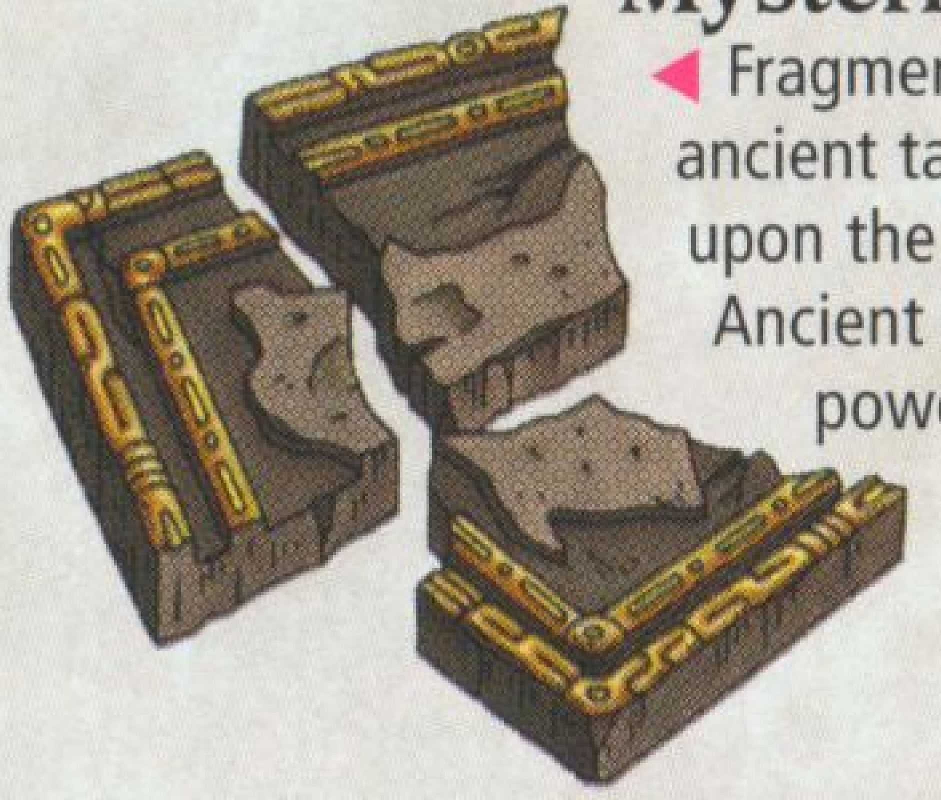
SPECIAL ITEMS

Precious items that are the keys to unlocking the many puzzles you will face in your quest. These are just two examples of the kinds of Special Items you will seek.

Final Key

▶ A mysterious key that forms itself into the shape of the keyhole of nearly any door.





Mysterious Shards

◀ Fragments of mysterious ancient tablets. When placed upon the altars inside the Ancient Fane, a peculiar power is emitted from them.

10 ANCIENT SHARDS OF ESTARD

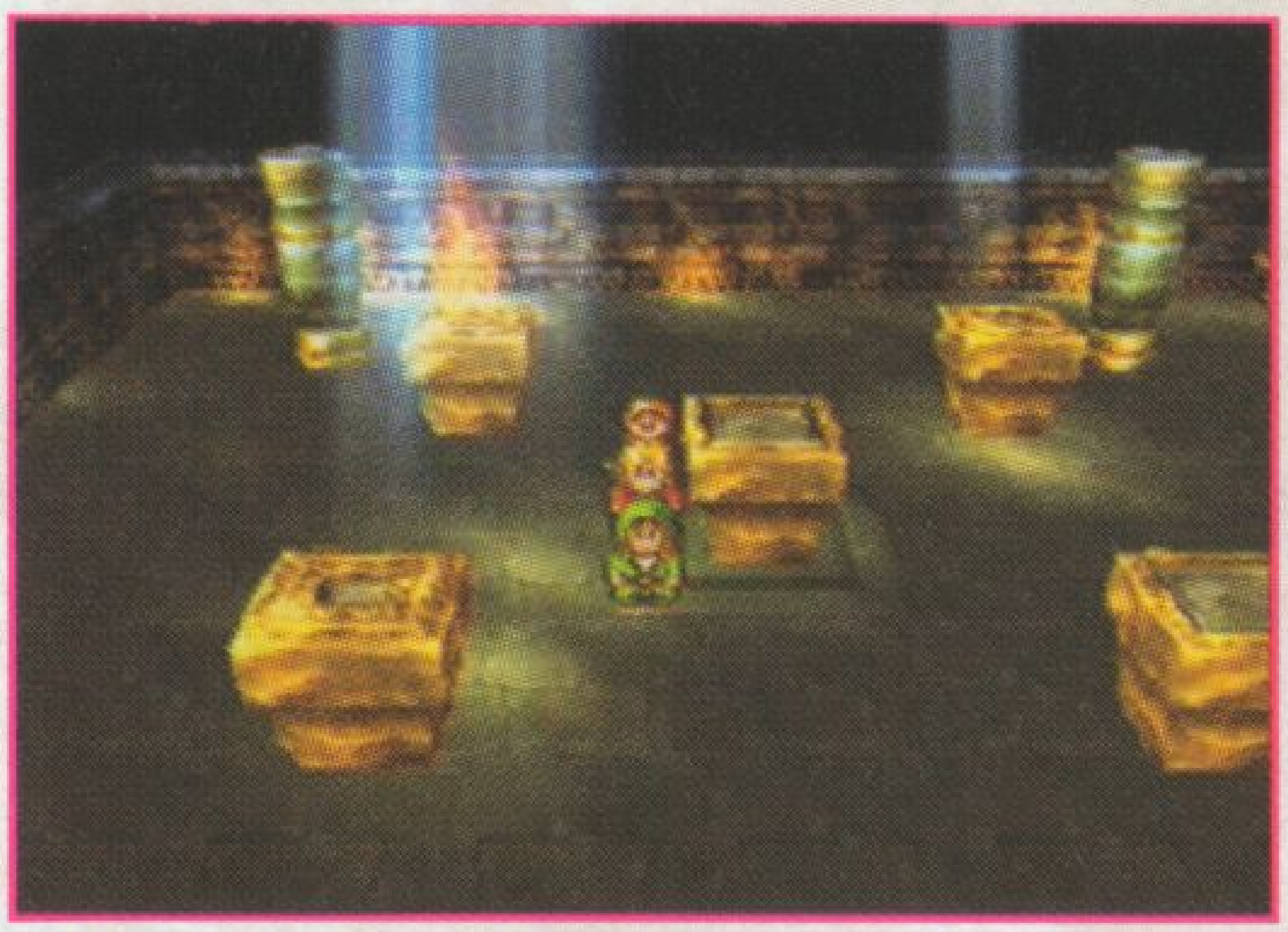
The shard that you've stumbled upon unlocks a new destiny. Find new Shards to expand the worlds available to explore.

FIND THE SHARDS

As you explore the Island of Estard, you will happen across a strange Shard. It seems to be a fragment of a large tablet. But why was the tablet broken into pieces in the first place? And what secrets lay behind it?

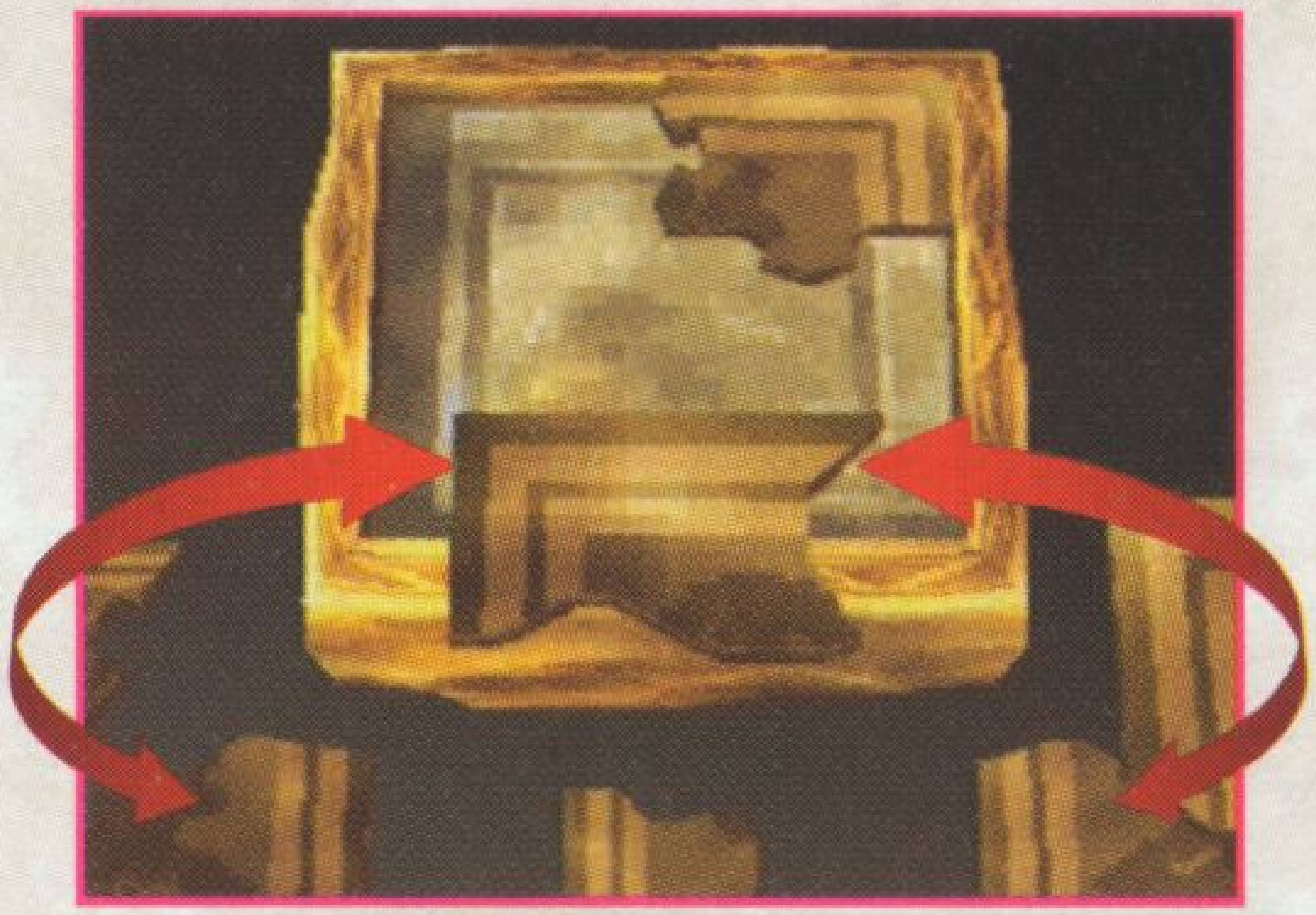
FIND THE TEMPLE RUINS!

Somewhere on the island are the ruins of a secret Temple. In this Temple is a set of altars upon which the Shards fit. Finding the Temple Ruins should be at the top of your list of priorities.

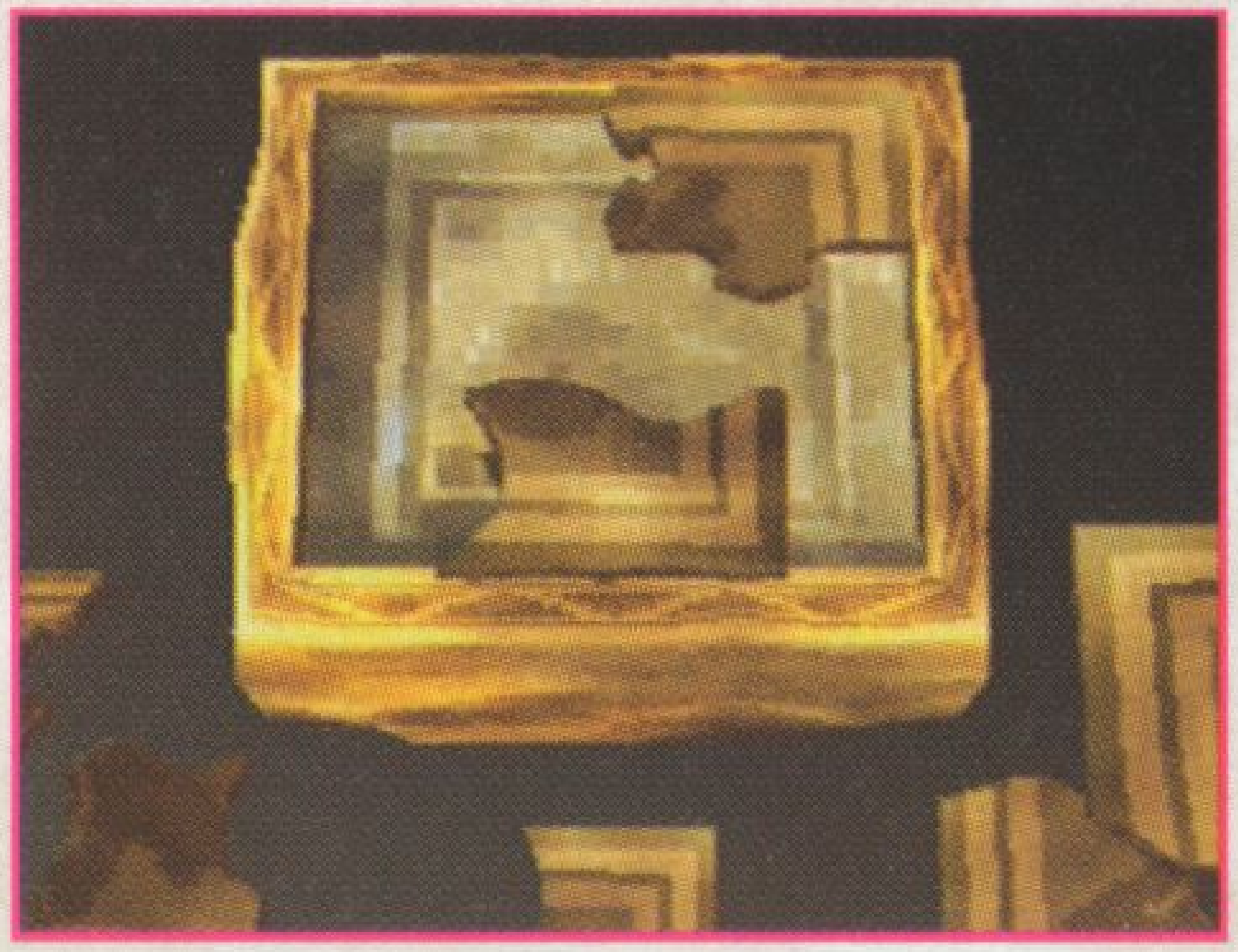


▲ *Inside the Temple Ruins, you will find a set of altars. Does this mean there are enough shards in existence to fill all the altars?*

COMPLETE THE TABLETS WITH THE MYSTERIOUS SHARDS



▲ *The Shards in your possession are displayed in a ring. Use the directional button to rotate the ring and choose a Shard. ✕ button selects a Shard, ○ button returns to Shard selection.*



▲ *Use the L1 button, L2 button, R1 button and R2 button to change the angle of the selected Shard, and move the Shard over the altar with the directional button. Pushing the ✕ button when the Shard is in exactly the right position will fit the Shard into the altar like a puzzle piece.*

ADVICE ON HOW TO FIT THE SHARDS

When you have selected a Shard to fit into the altar, the shadow of the Shard will show over the inlay in the altar. The shadow shows you where the Shard will fit when lowered into the inlay, so use the shadow as a guide to determine the correct positioning.

Each completed set of Shards will unlock the doorway to a New World!

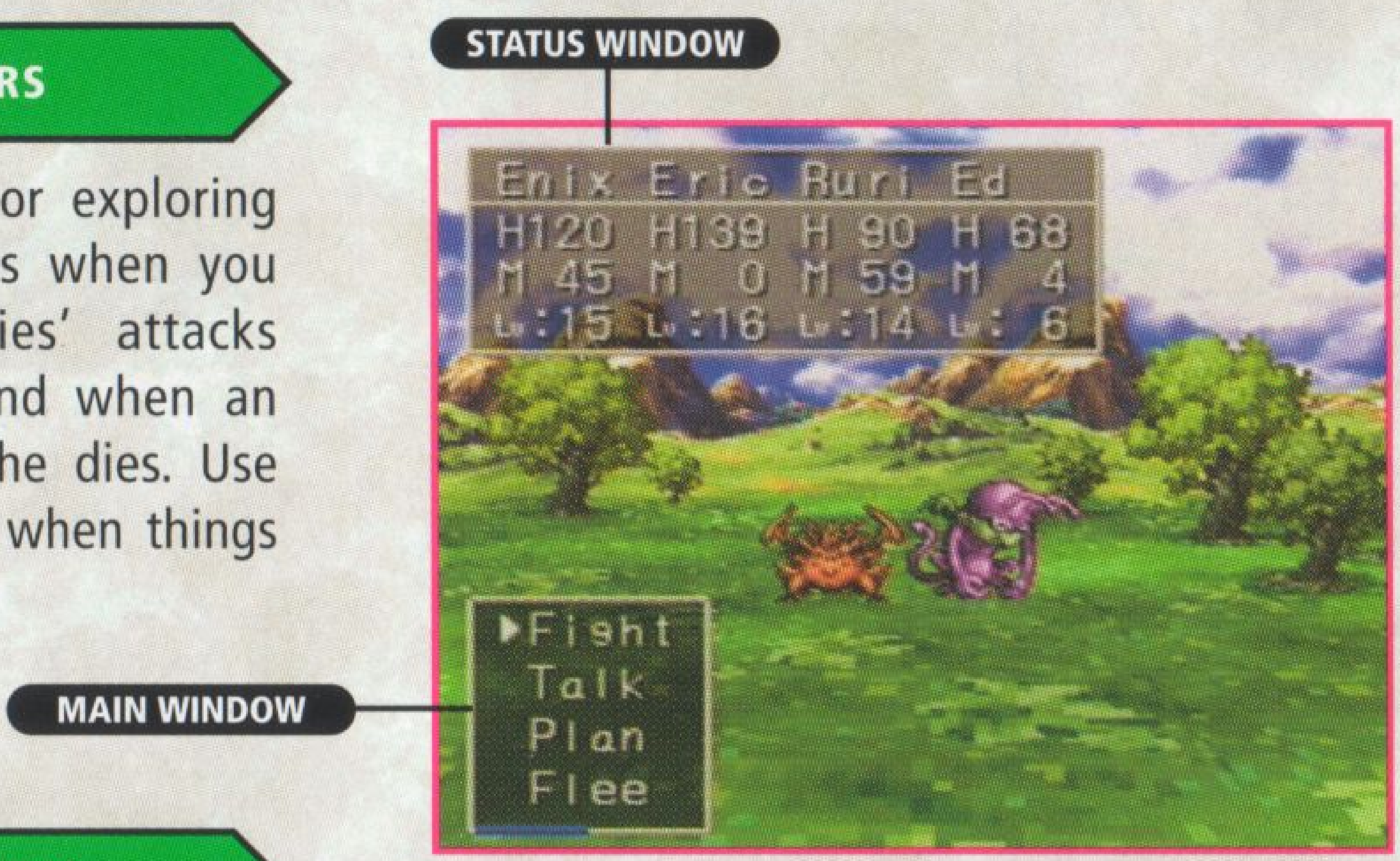
▲ *A bright light sparkles and the doorway to a new adventure opens!*

11 BATTLE COMMANDS

You begin your adventure in a land of peace. But no self-respecting adventurer can avoid monsters indefinitely!

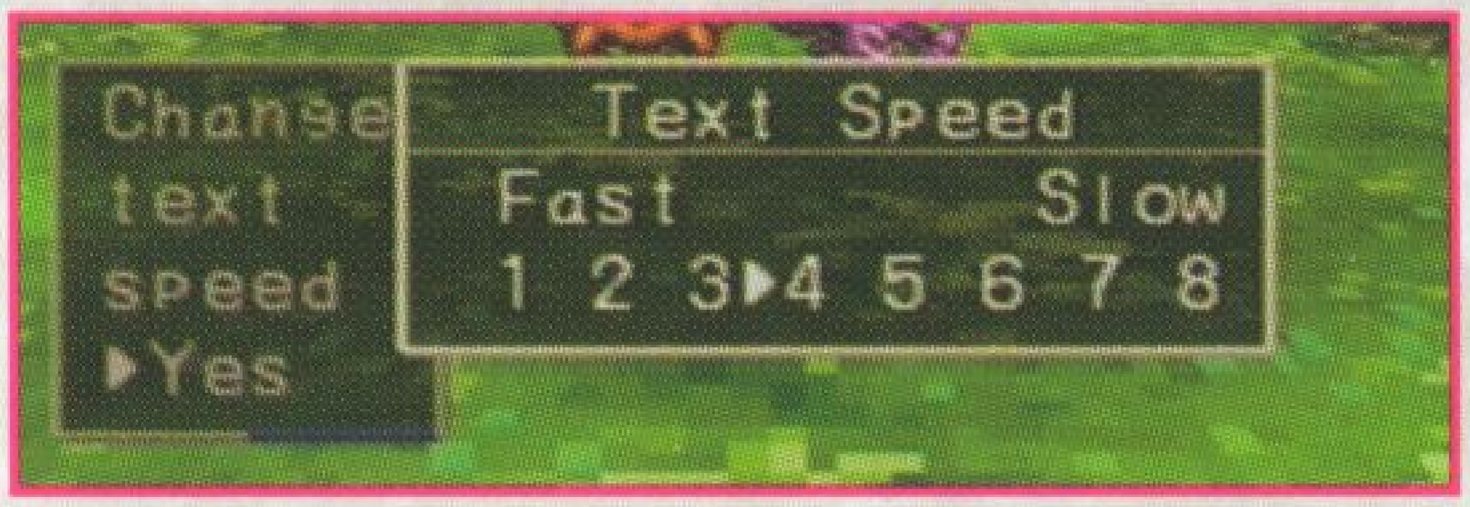
ENCOUNTERING MONSTERS

When traveling across the Field or exploring Caves and Towers, a fight begins when you encounter monsters. The enemies' attacks reduce your party's Hit Points, and when an ally's Hit Points reach 0, he or she dies. Use Herbs or Heal Spells during battle when things get hot.


STATUS WINDOW
Enix Eric Ruri Ed
H120 H139 H 90 H 68
M 45 M 0 M 59 M 4
Lv:15 Lv:16 Lv:14 Lv: 6
MAIN WINDOW
▶Fight
Talk
Plan
Flee

THE FOUR BATTLE COMMANDS

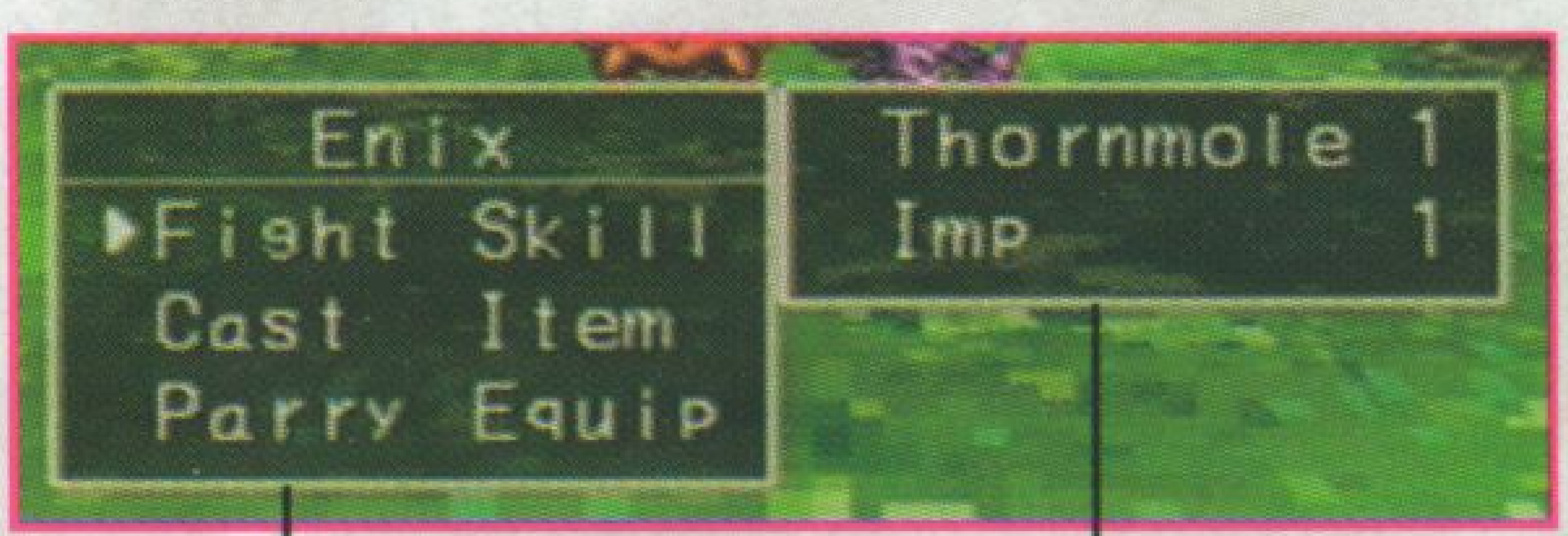
First, a window with four commands appears. Select "Fight" to begin fighting. "Talk" allows you to interact with your allies. "Plan" allows you to give tactical orders to your party. Selecting "Flee" allows you to attempt to leave the scene.


Change
text
speed
▶Yes
Text Speed
Fast Slow
1 2 3▶4 5 6 7 8

▲ *From this menu, press the directional button right or left to display the Battle Message Speed window, which allows you to change the battle message speed.*

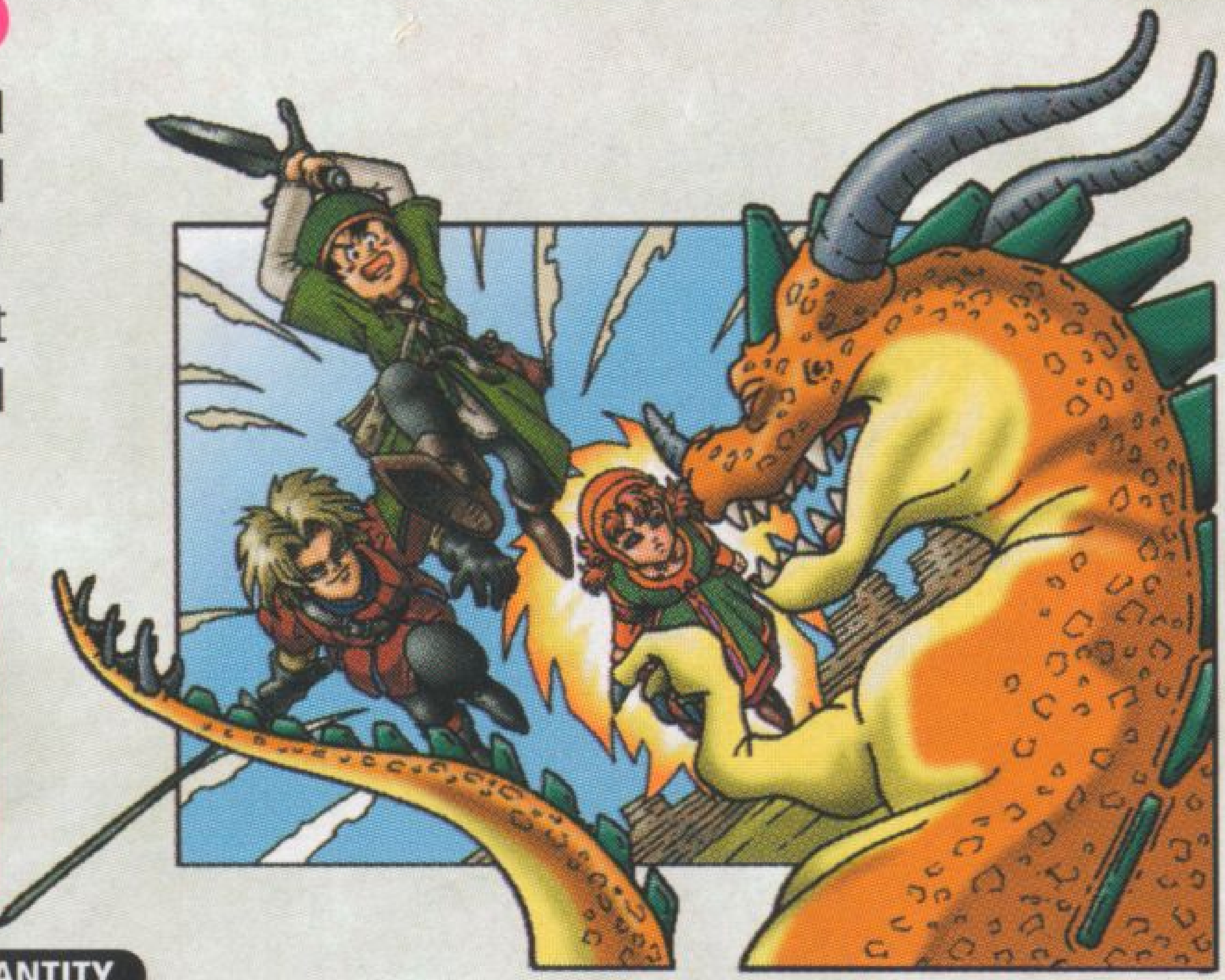
FIGHT

Each individual's actions in battle are determined by one of six selections on the Sub Command menu. However, unless you choose "Manual" from the Plan menu for your allies, they will fight as they like, and the Sub Command window will not be displayed when it is their turn to fight.



SUB-COMMAND WINDOW

MONSTER TYPE AND QUANTITY

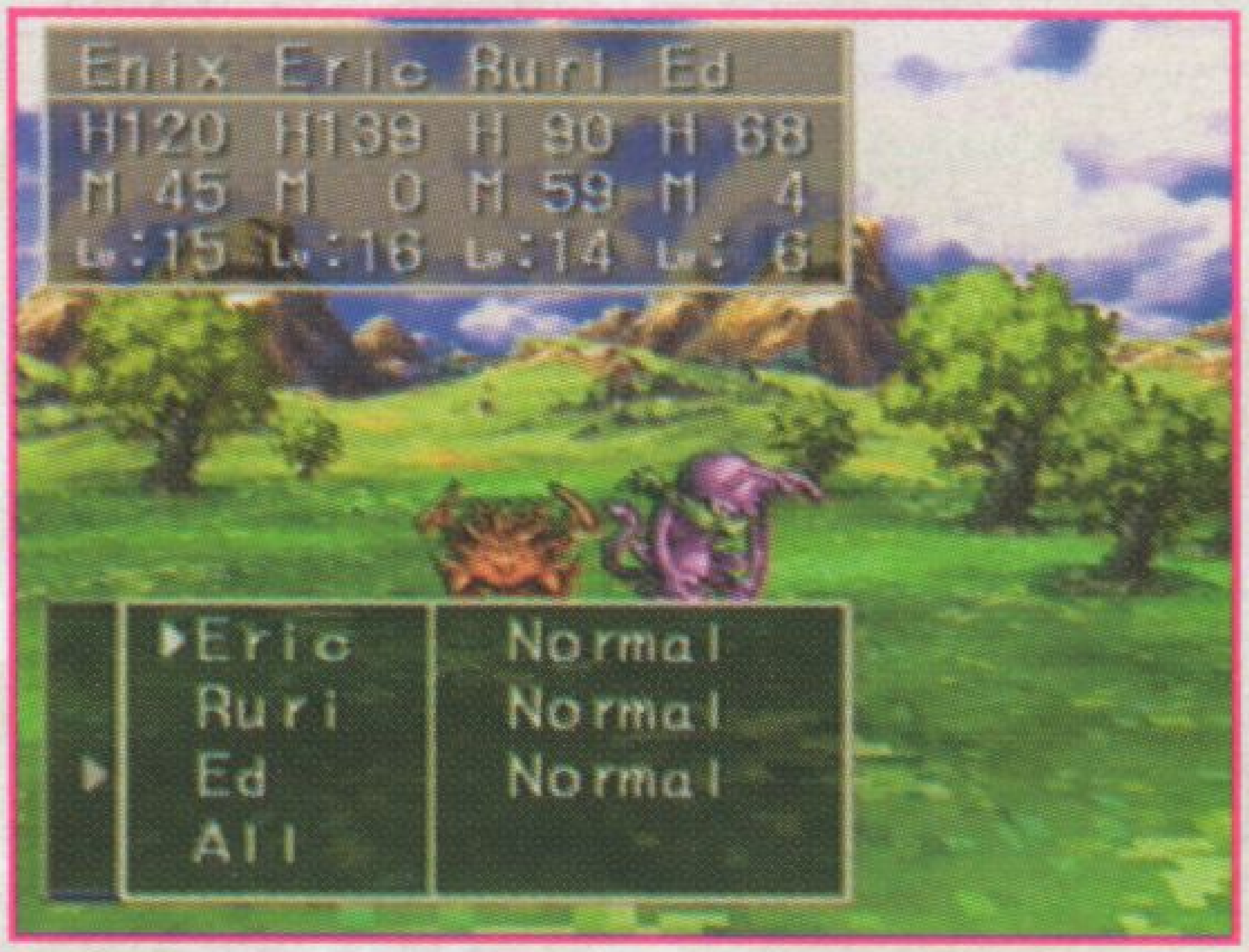


SUB COMMANDS FOR "FIGHT"

- **Fight**
  Character attacks enemies with weapons or bare hands. Usually you select which group to attack, but with some items the character can attack multiple groups each turn.
- **Cast**
  Cast a spell that the character knows. First select the type of spell. "Offense" spells inflict damage. "Heal" spells restore power. "Others" spells have various special effects.
- **Skill**
  Use a Skill known by the character. Skills are arranged by type, just the like Spells.
- **Item**
  Use any item that the character is holding. Be careful! Items inside the Bag cannot be used during combat.
- **Parry**
  The character will defend against enemy attack. Reduces the amount of damage inflicted by the enemy's direct attacks.
- **Equip**
  You can equip different Weapons, Armor and other items even during battle. Equip the best items depending on the types of enemies and the status of your party.

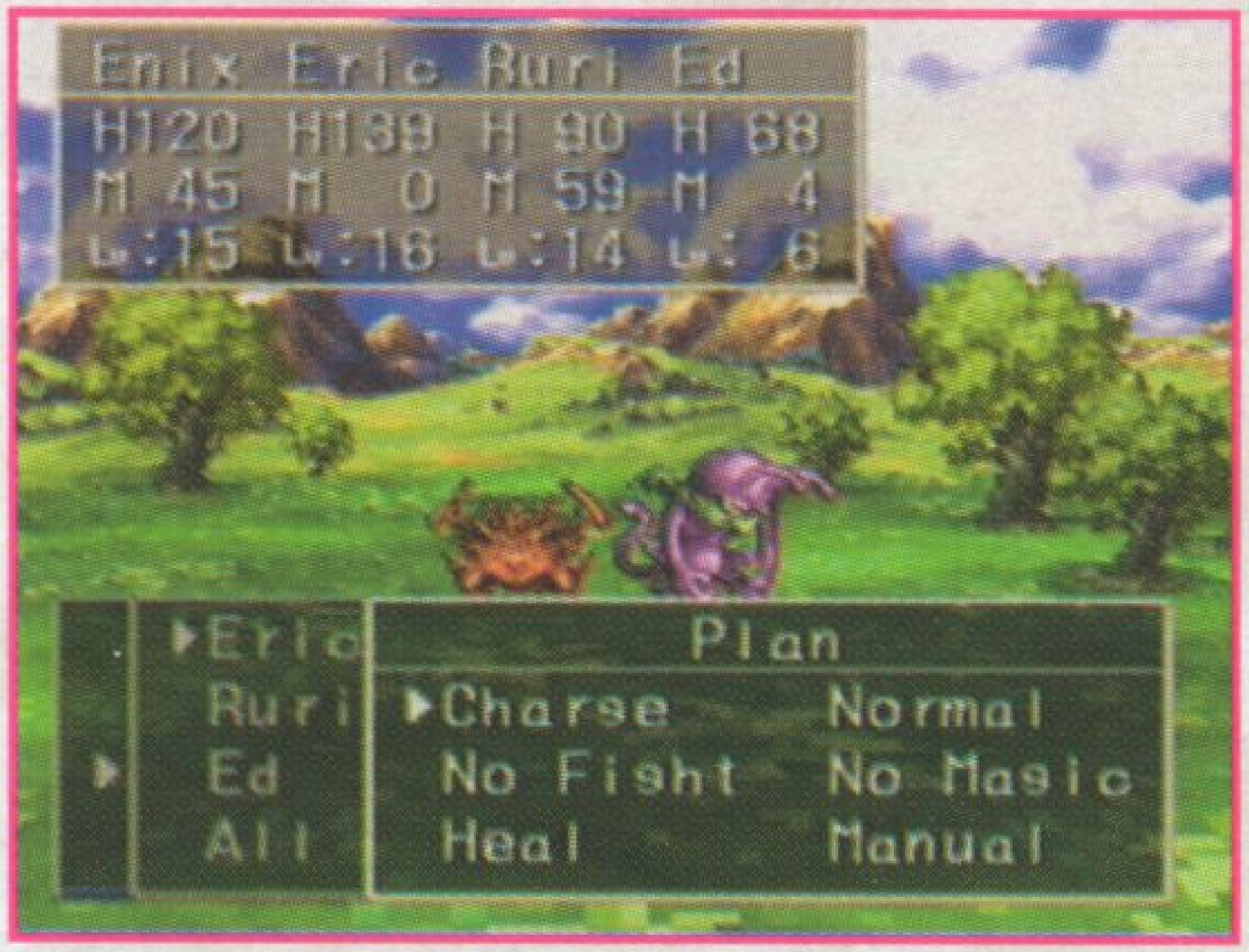
PLAN

As your party gets larger, it becomes difficult to command each ally individually. Use the Plan command to select an overall battle strategy for each character. Your friends will follow these general orders, choosing specific actions that fit into the battle plan as they see fit. But it isn't all just giving orders—you also must decide what you do during battle!



```
Enix Eric Ruri Ed
H120 H139 H 90 H 68
M 45 M  0 M 59 M  4
L:15 L:16 L:14 L: 6
```

Eric Normal
Ruri Normal
Ed Normal



```
Enix Eric Ruri Ed
H120 H139 H 90 H 68
M 45 M  0 M 59 M  4
L:15 L:16 L:14 L: 6
```

▲ *Order different plans for each character.*

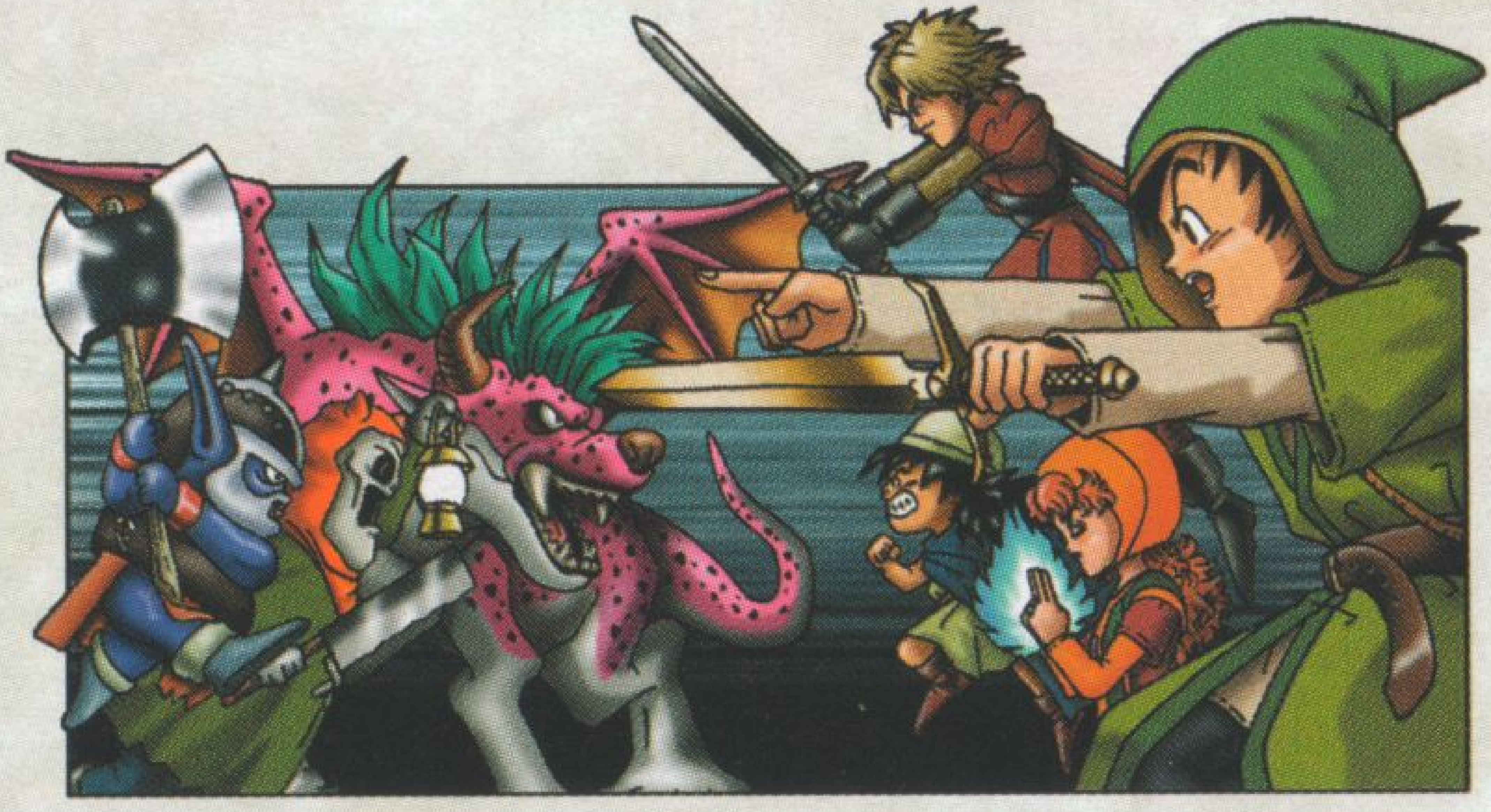
- **Selecting a Plan**
  Choose "Plan" to display the present plan settings for each member of your party. Choose an ally to change his or her Plan. Choose "All" to give the same Plan to the entire party.

- **Observe the techniques of allies**
  When your allies are left to fight as they like, they will automatically choose strategies which are effective against the enemy. Use this to learn effective strategies and weak points of enemies.

- **Change Plan frequently**
  Different areas have different monsters. Constantly strive to keep your Plan settings set effectively according to your surroundings. You can even change Plans at the beginning of each turn during a battle.

◆ Six different Plan settings

The following six settings are the different Plan settings. Check the meaning of each Plan, and adjust according to the types of enemies you have encountered and the status of your party.

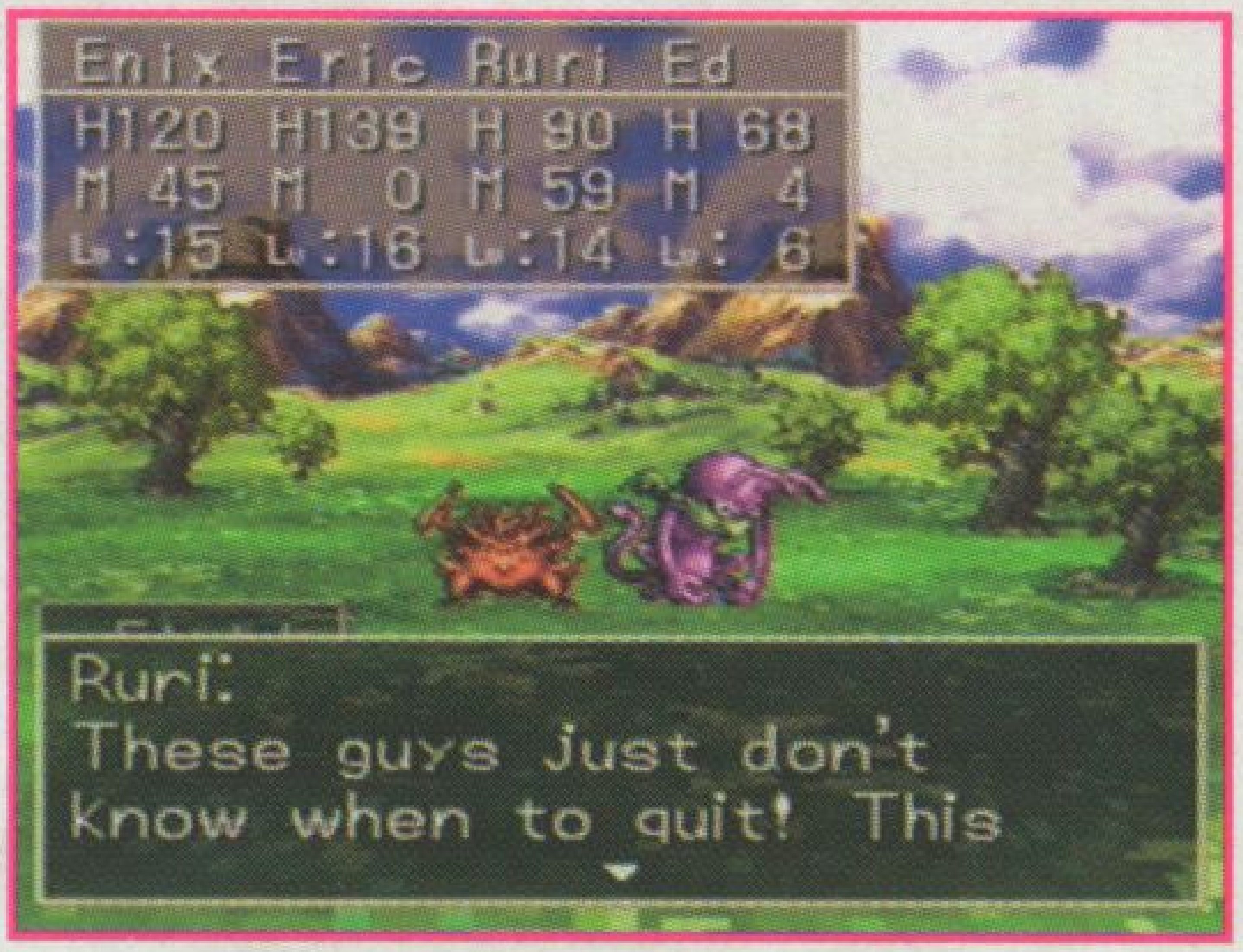


THE PLAN OPTIONS

- **Charge**
  Character concentrates on defeating enemies as quickly as possible, without holding back in any way. The character does not consider the amount of MP used for each spell, or his or her remaining MP.
- **No Fight**
  A character given this order does not participate in attacks. He or she uses Restore and Support spells while leaving the fighting to the rest of the party.
- **Heal**
  The character pays most attention to the party's total HP, putting the highest priority on allies' lives. A good tactic if you're worried about being defeated.
- **Normal**
  Character takes a balanced approach to offense and defense. Character uses spells and abilities as needed. This is the default Plan for all characters.
- **No Magic**
  The character uses absolutely no spells. The character makes full use of restore abilities, defensive strategies, and special abilities. Choose this tactic when you wish to save MP.
- **Manual**
  Allows you to give individual commands to the character each turn using the Command Sub Window.

TALK

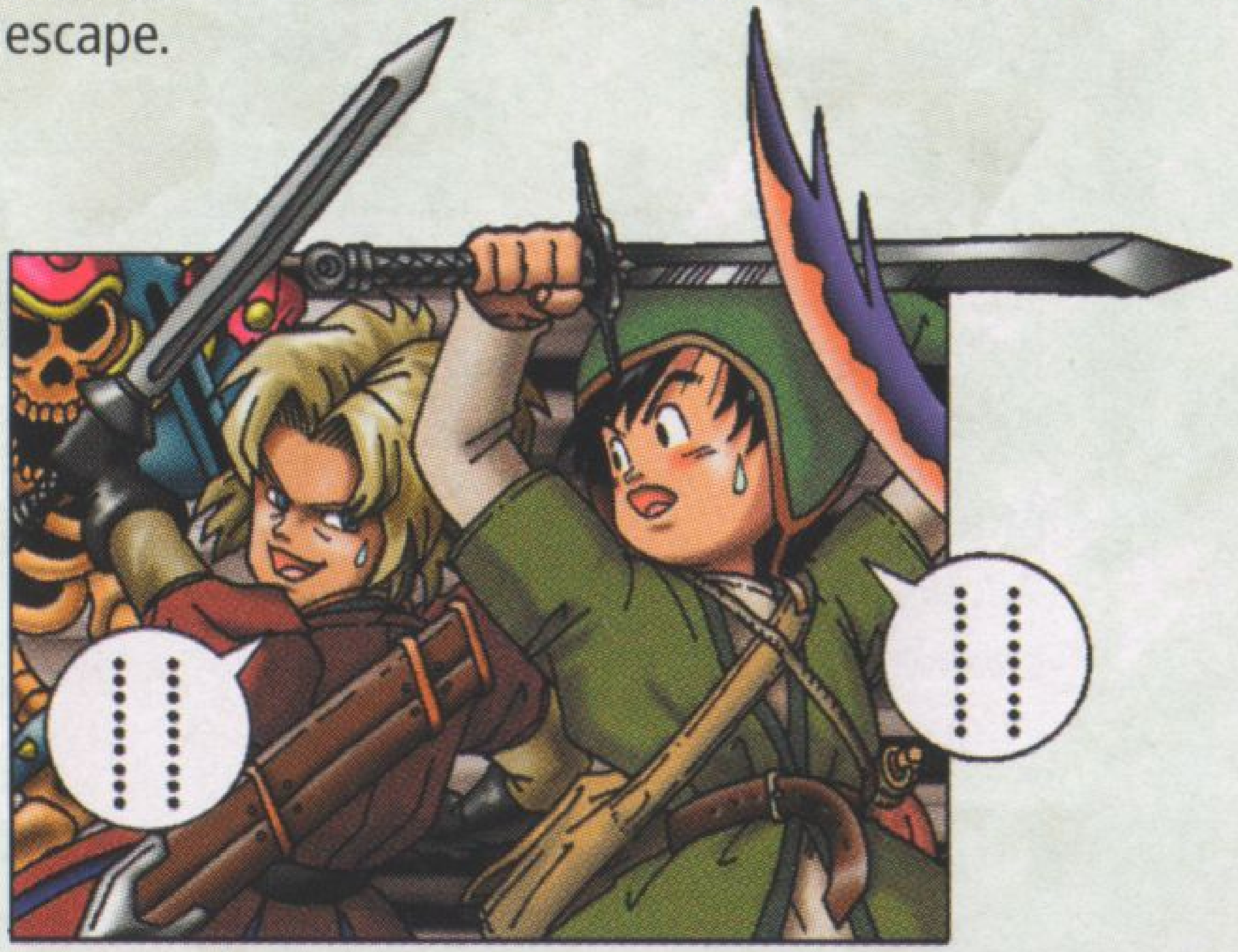
Talk to your allies during combat. Choose "talk" to hear strategic advice and other useful information from your allies. If you talk with your friends too much, your enemies will begin their attack.

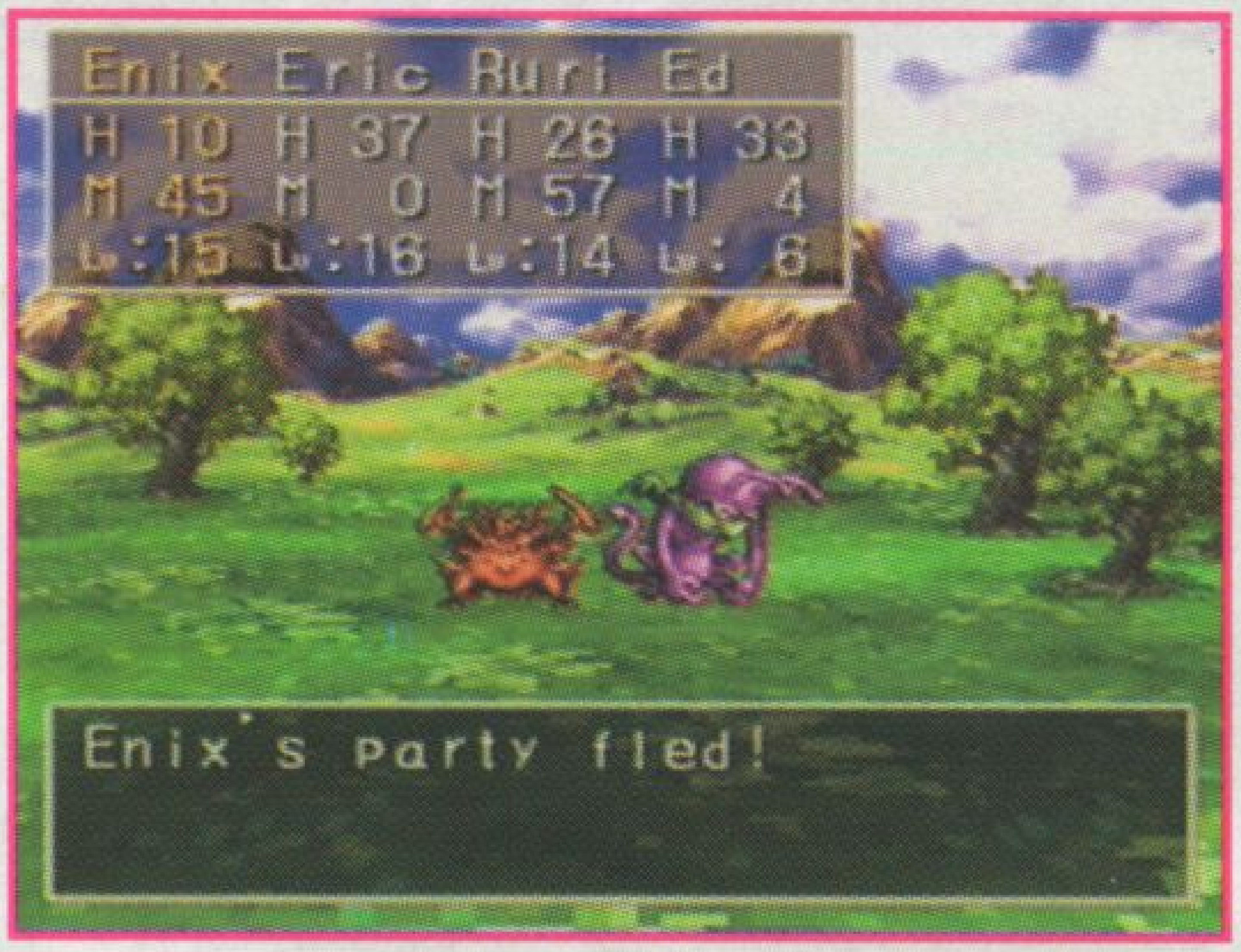

Enix Eric Ruri Ed
H120 H139 H 90 H 68
M 45 M 0 M 59 M 4
L:15 L:16 L:14 L: 6

Ruri:
These guys just don't
know when to quit! This

FLEE

If you come across enemies that are too strong for you, use the "Flee" command to stop fighting and try to run away. However, you cannot always escape.




Enix Eric Ruri Ed
H 10 H 37 H 26 H 33
M 45 M 0 M 57 M 4
L:15 L:16 L:14 L: 6

Enix's party fled!

▲ *Don't get too confident! Run before your party is defeated.*

ALWAYS CHECK HEALTH LEVELS!

You never know when a battle will begin. While moving on the map, check health levels of all party members, and be sure to treat injuries and poison. Allies with health problems will not fight as well as you expect.

◆ **When poisoned**

The character loses HP each step he or she takes. Go to a Temple, or use Spells or Items for treatment.

◆ **When paralyzed**

When paralyzed, a character freezes and will be unable to do anything. Eventually the character will awaken without help, but certain Spells and Items can wake the character up immediately.

◆ **When cursed**

Something terrible might happen to a cursed ally. Go to a Temple to have the curse lifted.

◆ **Critical Condition**

When a character's HP gets low, the HP status letters turn yellow. Use Herbs or Heal Spells to heal the character.

◆ **Death**

This happens when HP reaches 0. The Status will display in red and the character is put in a coffin. Return to a Temple to revive the character as soon as possible.

WHAT IF THE ENTIRE PARTY IS DEFEATED?

When the HP of every party member reaches 0, your party has been defeated.

Your gold reserves will be reduced by half when defeated. Be sure to keep unneeded gold in the Gold Bank because deposited gold is not subject to this reduction.

12 SPELLS AND SKILLS

One of the most exciting parts of your adventure is gradually expanding your repertoire of Spells and Skills. This section defines the difference between Spells and Skills, explains what types exist, and teaches you how to learn them.

- **What is a Spell?**
  The many types of Spells are all cast with MP (Magic Points). There are attack Spells, restoration Spells, and many others. Even without a class, your MP maximum will raise as you go up levels, and you will learn basic Spells. However, advanced Spells can only be mastered by training as one of the Spell experts, such as the Mage or Monk.
- **What is a Skill?**
  When you belong to certain classes, you will learn Skills with special effects as you gain experience. Some Skills require MP.
- **Types of Spells and Skills**
  Just like commands, the Spells and Skills you can use during movement around the map and during combat are different. Also, during battle there are three types of Spells and Skills: those that inflict damage upon the enemy, those that restore powers, and those that support combat.
- **Check the effects of each Spell and Skill**
  When you select a Spell or Skill in the window, the effect, required MP, and total character MP are displayed.
- **Learning Spells and Skills**
  Without belonging to a class, one will only learn basic Spells and Skills. In order to learn more advanced Spells, you must go to Dharma Temple, choose a class (up to one per character at any time), and gain experience in that class. Each class has its own unique Spells and Skills.
- **Raise your Expertise Level**
  In order to learn Spells and Skills, you must go up levels within the class whose Skills you wish to learn. After mastering a number of different classes, you can enter more advanced classes, and learn more powerful Spells and Skills.

SPELLS

TYPE	NAME	EFFECT OF SPELL	TARGET	CLASS
ATTACK SPELLS	Blaze	Shoot small fireball at 1 enemy	1 enemy	(only Maribel)
	Blazemore	Shoot large fireball at 1 enemy	1 enemy	Mage
	Blazemost	Shoot devastating fireball at 1 enemy	1 enemy	Ranger
	Firebal	Shoot small flame at 1 enemy group	1 enemy group	Mage
	Firebane	Shoot large flame at 1 enemy group	1 enemy group	Mage
	Firebolt	Shoot devastating flame at 1 enemy group	1 enemy group	Ranger
	Icebolt	Attack 1 enemy with blade of ice	1 enemy	?
	SnowStorm	Attack 1 enemy group with blade of ice	1 enemy group	Mage
	Blizzard	Attack all enemies with blizzard	All enemies	Sage
	Infernos	Attack 1 enemy group with tornado	1 enemy group	Cleric
	Infermore	Attack 1 enemy group with large tornado	1 enemy group	Cleric+Mariner
	Infermost	Attack 1 enemy group with a devastating tornado	1 enemy group	Paladin
	Bang	Attack all enemies with explosion	All enemies	(only Melvin)
	Boom	Attack all enemies with large explosion	All enemies	Mage
	Explodet	Attack all enemies with devastating explosion	All enemies	Sage
	Beat	Curse 1 enemy with spell of instant death	1 enemy	?
	Defeat	Curse 1 enemy group with spell of instant death	1 enemy group	Sage
	Defeat Max	Curse all enemies with spell of instant death	All enemies	Summoner
	Zap	Attack all enemies with bolt of lighting	All enemies	Hero
	Thordain	Attack 1 enemy group with devastating bolt of lightning	1 enemy group	Hero
	Alldain	Combine powers and attack 1 enemy with the Wrath of God	1 enemy	Hero
	Sacrifice	Kamikaze attack affecting all enemies	All enemies	Godhand
	CoralRain	Spout of water filled with coral rains upon all enemies	All enemies	Pirate
	Whirlpool	Attack 1 enemy group with devastating whirlpool	1 enemy group	Pirate
SUPPORT	Sleep	Lure 1 enemy group to sleep	1 enemy group	Mage
	SleepAll	Lure 1 enemy group into deep sleep	1 enemy group	Mage+Shepherd
	PanicAll	Confuse 1 enemy group	1 enemy group	Mage+Jester
	Surround	Surround 1 enemy group with illusions	1 enemy group	Mage
	StopSpell	Stop 1 enemy group's magic	1 enemy group	Cleric
	RobMagic	Steal MP from 1 enemy	1 enemy	Mage+Thief

SPELLS CONTINUED

TYPE	NAME	EFFECT OF ABILITY	TARGET	CLASS
SUPPORT	MagicBack	Bounce spells back for 1 turn	Self	?
	TakeMagic	Receive MP in the amount of spell that hits you	1 ally	Mage+Dancer
	Bounce	Deflect magic	Self	Ranger
	MagicWall	Protect against magic	Entire party	Sage/Paladin
	Sap	Lower Defense of 1 enemy	1 enemy	Mage
	Defense	Lower Defense of 1 enemy group	1 enemy group	?
	Upper	Raise defense of 1 ally	1 ally	Cleric
	Increase	Raise defense of entire party	Entire party	Cleric
	TwinHits	Double number of attacks of 1 ally	1 ally	Ranger
	Ironize	Entire party turns into solid iron	Entire party	Hero
	Barrier	Protect from flame and cold	Party	Cleric
RESTORE	Heal	Slight recovery of HP of 1 ally	1 ally	Cleric
	HealMore	Much recovery of HP of 1 ally	1 ally	Cleric
	HealAll	Full recovery of HP of 1 ally	1 ally	Cleric
	HealUs	Much recovery of entire party's HP	Entire party	Sage/Godhand
	HealUsAll	Full recovery of entire party's HP	Entire party	?
	Vivify	Revive 1 ally	1 ally	Cleric
	Revive	Revive 1 ally fully	1 ally	Sage/Godhand/Hero
	Farewell	Sacrifice oneself to revive entire party	Party	Paladin
	Antidote	Cure poison	1 ally	Shepherd
	NumbOff	Cure paralysis	Entire party	Mariner
MOVE	Outside	Escape from buildings or caves		Mage
	Return	Return party to castle or town you have traveled to before		Mage
OTHER	Expel	Banish 1 enemy group	1 enemy group	Cleric
	BeDragon	Breathe flames after transforming into a dragon	All enemies	Tamer
	Disperse	Catapult enemies far away	1 enemy	Ranger
	Chance	Cast mystery spell		?
	X-Ray	Checks treasure chests for traps and monsters		Bard
	StepGuard	Protection from damage-inducing floors		Pirate
	Repel	Ward off monsters weaker than you		Bard
	Location	Know what floor of the building or castle you are on		Thief
	MapMagic	Use magic to spot suspicious objects		Pirate

LIST OF SKILLS BY TYPE

TYPE	NAME	EFFECT OF ABILITY	TARGET	CLASS
ATTACK	DrakSlash	Inflict heavy damage against dragons	1 enemy	Warrior
	BirdSlash	Slice at 1 flying enemy	1 enemy	Mariner
	EvilSlash	All-or-nothing frenzied slash	1 enemy	Warrior
	ThiefHit	Steal item from enemy after inflicting damage	1 enemy	Warrior+Thief
	KOPunch	Aim stubbornly for weak spot	1 enemy	Fighter+Thief
	QuadHits	Attack swiftly and repeatedly	All enemies	Dragoon
	FireAir	Breathe fire	All enemies	Fighter+Mage
	CragThrow	Throw stones at 1 enemy group	1 enemy group	Thief
	RockThrow	Hurl rocks at enemies	All enemies	Godhand
	Bite	Call upon a wolf to attack 1 enemy	1 enemy	(Gabo only)
	SwordDanc	Series of attacks performed like a dance	All enemies	Warrior+Dancer
	Stampede	All-out attack with a herd of sheep	All enemies	Shepherd
SUPPORT	WarCry	Intimidate enemies with a war cry	All enemies	Fighter
	ChargeUp	Save power for next attack	Self	Thief
	SideStep	Begins an attack-dodging dance	Self	Dancer
	LureDance	Lure 1 enemy into dancing	1 enemy	Dancer
	WoolGuard	Protect party with snowstorm	Entire party	Shepherd
	Holy Aura	Envelope the party in an all-protecting light	Entire party	Cleric+Mariner
	MistSong	Block the magic of 1 enemy group with song	1 enemy group	Bard
	RamSong	Lure all enemies to sleep by counting sheep	All enemies	Bard+Shepherd
	WarSong	Song to raise the Defense of entire party	Entire party	Warrior+Bard
	Silliness	Too silly to take damage	Self	Jester
RESTORE	Hustle	Restores a great deal of HP for all party members	Entire party	TeenIdol
	AngelSong	Revive 1 ally	1 ally	Bard
	Mineuchi	Cure confusion and sleep	1 ally	Warrior+Shepherd
OTHER	Suplex	Catapult 1 enemy far away	1 enemy	Fighter
	Summon	Call spirits to aid you		Sage
	Sleep	Regain HP and MP by sleeping	Self	Shepherd
	Tamer	Charm monsters so that they take a liking to you	1 enemy group	Tamer

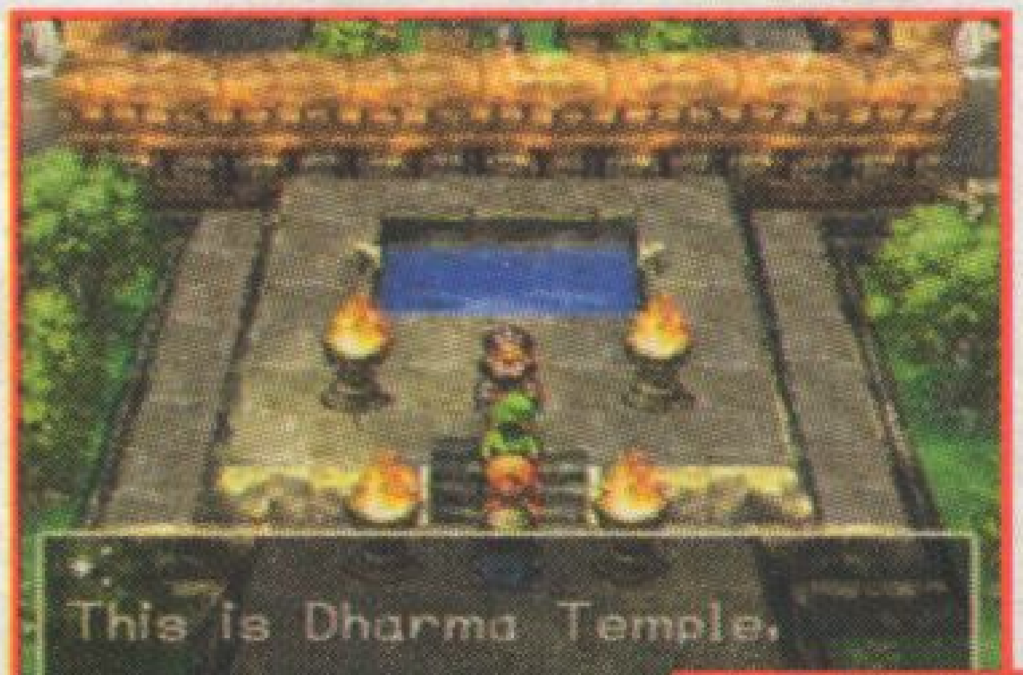
13

CLASSES AND CHANGING CLASSES

You and your allies begin without belonging to any class, but somewhere on your quest you will come across Dharma Temple, which presides over changes in class.

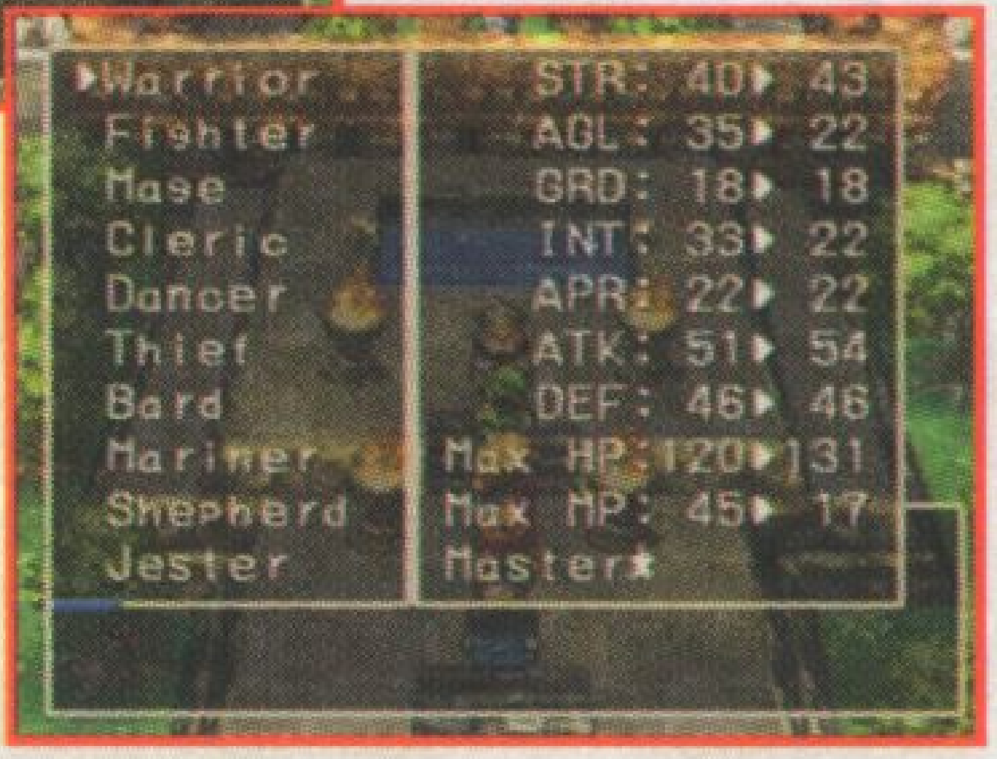
WHAT IS A CLASS?

When you and your allies begin your adventure, you are still youthful and naive, without an expertise to call your own. However, eventually you each will find your calling. Choose a class, train well, and you shall learn the spells and abilities that are the unique gifts of your chosen class.



```
*
This is Dharma Temple.
```

◀ *Dharma Temple is a sacred place for determining how one will live his or her life.*

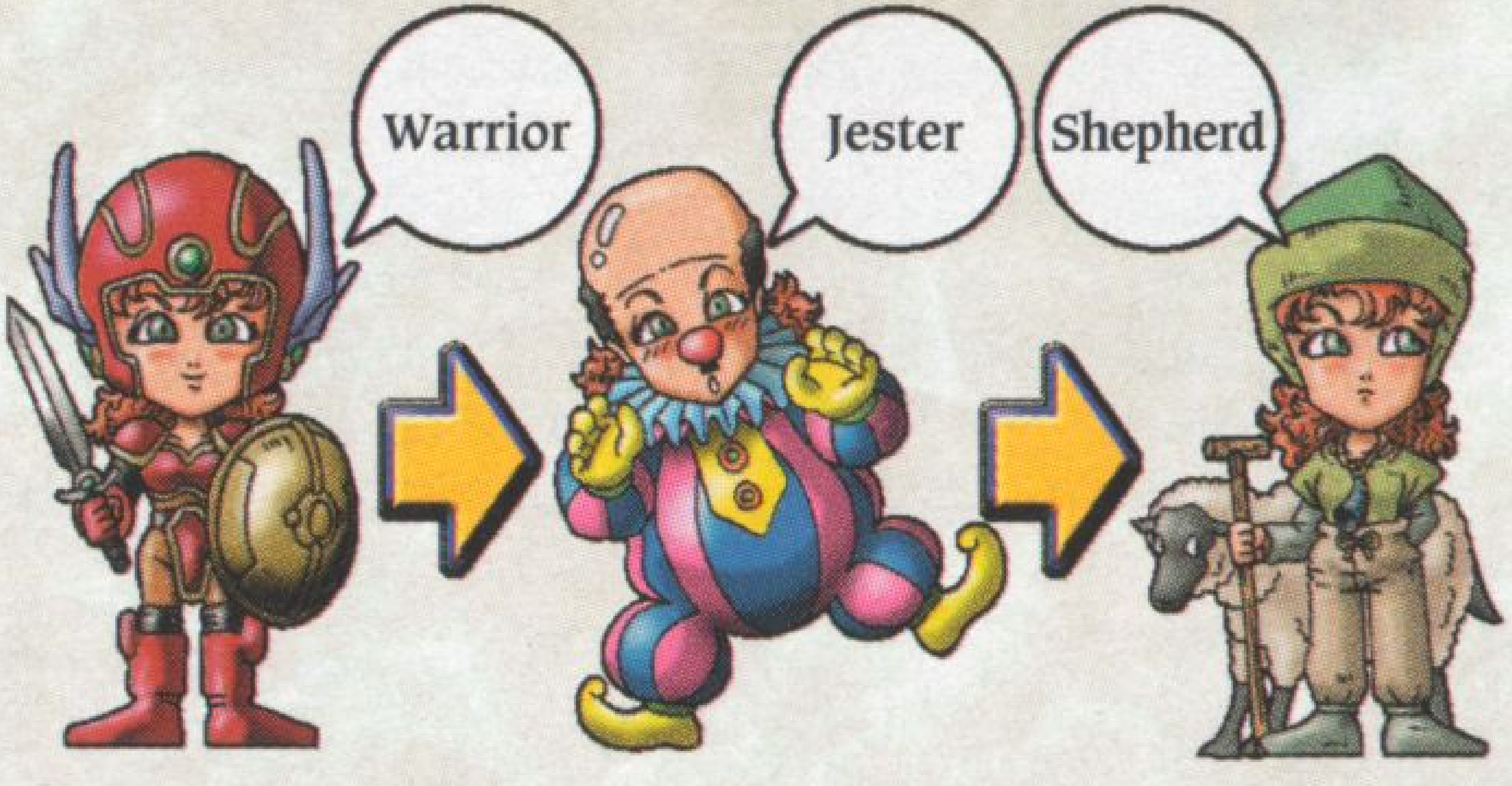


```
▶Warrior       STR: 40▶ 43
 Fighter       AGL: 35▶ 22
 Mage          GRD: 18▶ 18
 Cleric        INT: 33▶ 22
 Dancer        APR: 22▶ 22
 Thief         ATK: 51▶ 54
 Bard          DEF: 46▶ 46
 Mariner    Max HP:120▶131
 Shepherd   Max MP: 45▶ 17
 Jester     Master★
```

▶ *There are ten basic classes to choose from when you first come to the Temple. Which attracts you the most?*

SEARCH FOR DHARMA TEMPLE

In order to join a class, you must first seek out Dharma Temple, the body that presides over class changes. This mysterious Temple is the only place in the world where you can change classes.



THE TEN BASIC CLASSES

These are the classes you can join immediately after reaching Dharma Temple. Choose a class that fits your character's personality.

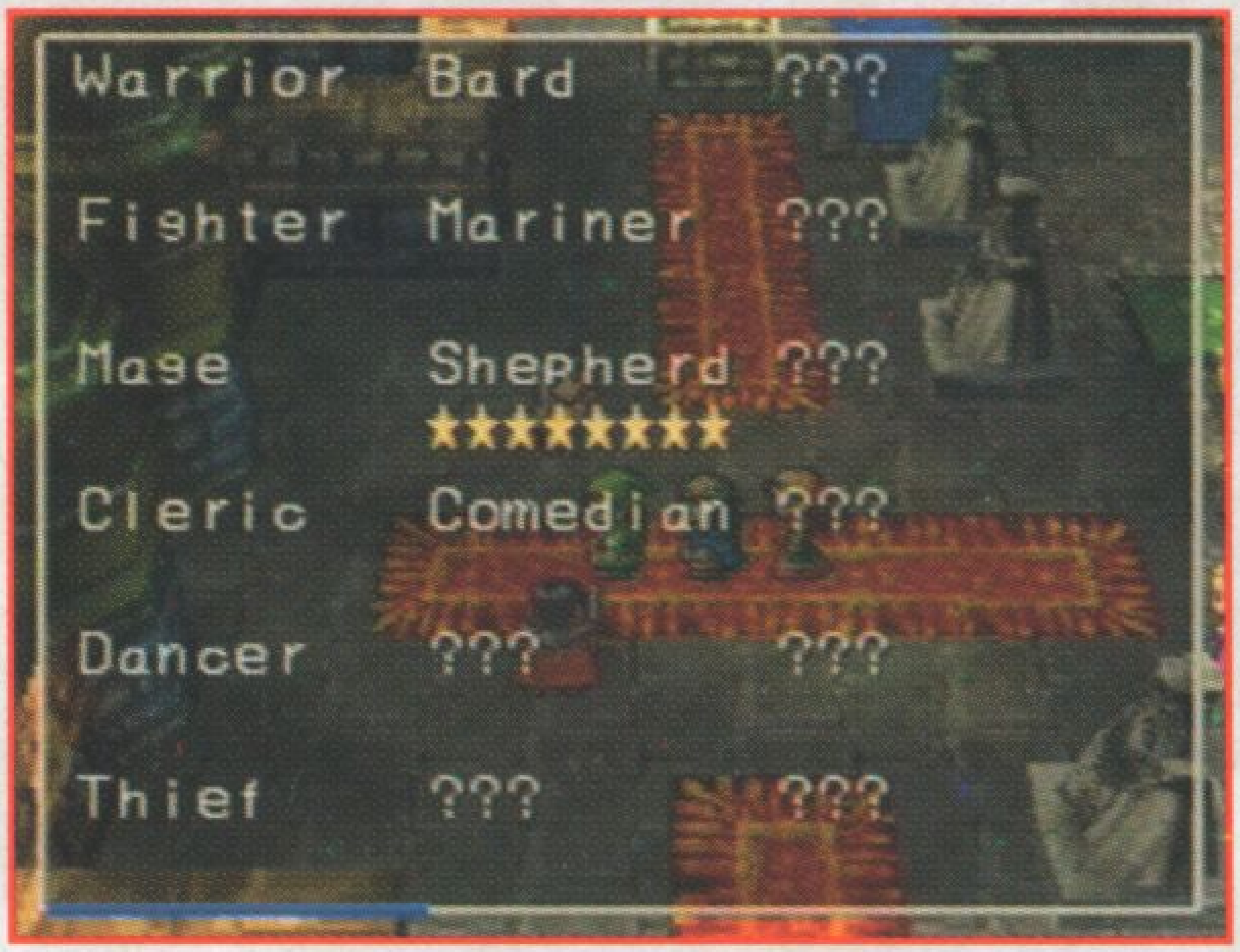
- **Warrior**
  A master of the sword. A character who becomes a Warrior gains Strength and Max HP. Plays commanding role in combat.
- **Fighter**
  Character gains Agility. Uses expertly-trained body in place of weapons. Learns extensive hand-to-hand techniques, and will occasionally crush enemies with a series of critical hits.
- **Mage**
  Character gains Intelligence and Max MP, and begins learning Attack Spells. The Mage's Strength and Toughness are low, making a supportive, rear position most appropriate during combat.
- **Cleric**
  Learns Restoration Spells, and is absolutely vital to any party. The Cleric is also a decent hand-to-hand fighter.
- **Dancer**
  Character gains Agility and Appearance. A Dancer is adept at dodging enemy attacks, and learns dances that confuse enemies.
- **Thief**
  Gains Agility. Learns to steal from enemies during combat. A Thief also learns spells and abilities useful for sniffing out things in caves and towers.
- **Bard**
  Gains Intelligence and Appearance. Learns a variety of magical songs. Supports combatants from a rear position.
- **Mariner**
  Gains GRD and Max HP. The Mariner is strong against water attacks, and learns abilities useful for travel across water.
- **Shepherd**
  A character who becomes a Shepherd does not lose or gain any Stats to any recognizable degree. However, a Shepherd learns very unique Shepherd-only abilities.
- **Jester**
  An unusual class in which all character Stats decrease except for Appearance, which raises greatly. If you're lucky, a Jester will bring a lot of excitement to combat, perhaps even getting monsters to roll with laughter.

COMBINE CLASSES FOR INCREASED POWERS

Even if you change classes down the line, you keep all abilities learned in the previous class. By gaining experience in a variety of classes, you can learn a variety of techniques.

● Expertise Level

Each Class is ranked by Expertise Levels. For example, a Warrior starts off as a "Beginner," and works up to "Veteran" and "General" through experience. Each Class has eight Expertise Levels. When you reach Expertise Level 8, you have mastered the Class.



Warrior	Bard	???
Fighter	Mariner	???
Mage	Shepherd ★★★★★★★★	???
Cleric	Comedian	???
Dancer	???	???
Thief	???	???

▲ *Check your Expertise Level with the Status screen. The eight stars for a mastered class are shown in gold!*

● Advanced Classes

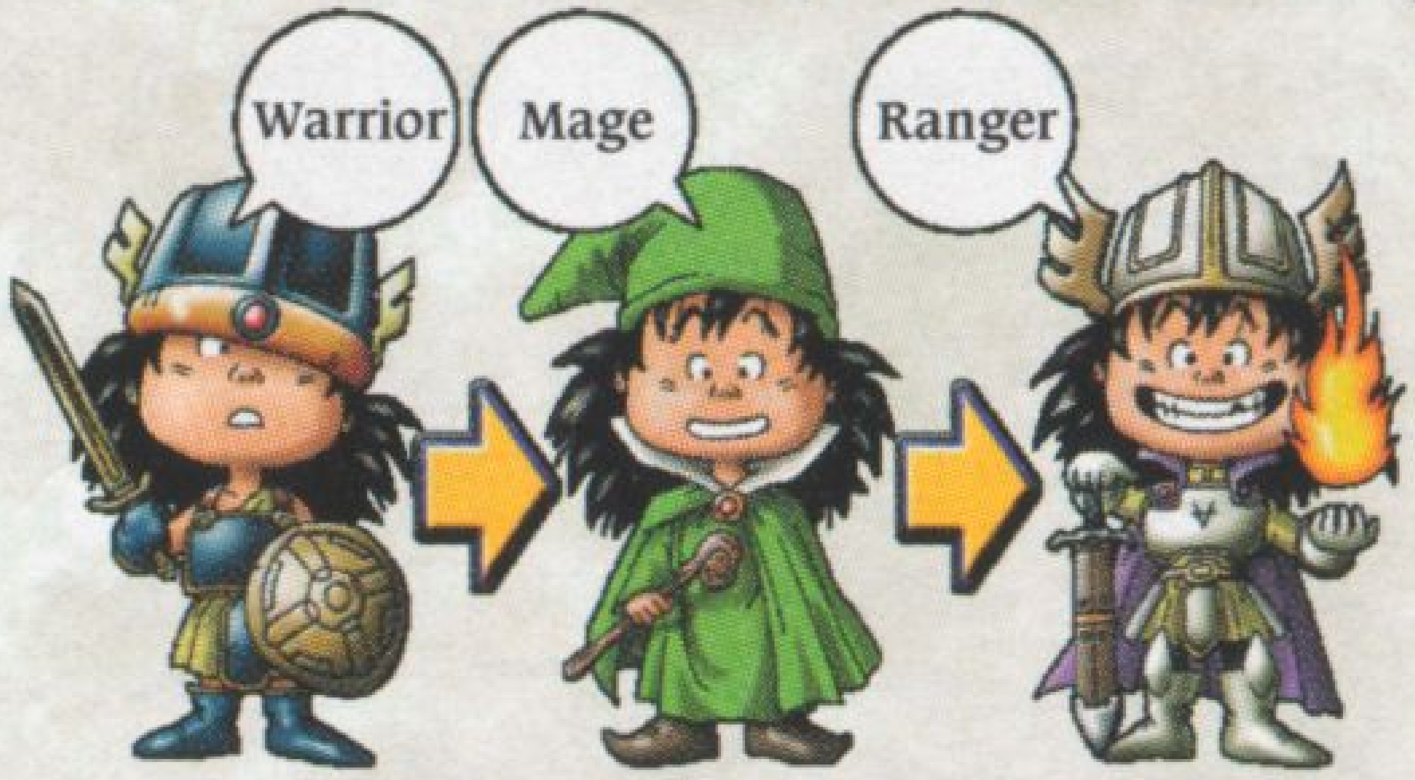
Make stronger characters by combining Basic Classes

After mastering a number of Basic Classes, you can combine your skills to qualify to join one or more of the Advanced Classes.

◆ Advanced Classes: Examples

Ranger (Warrior+Mage)

The Ranger combines the powers of the Warrior and Mage to create attacks of unparalleled ferocity. The Ranger's sword Abilities are backed by the power of magic.



Dragoon (Warrior+Fighter)

Combines the power of the Warrior with the agility of the Fighter. Imagine a Warrior that has the increased chances of Critical Hits, an ability learned from the Fighter. An expert combatant.

Sage (Cleric+Mage)

Uses advanced spells for both restoration and attacks. Uses a special technique of casting spells with minimal use of MP.

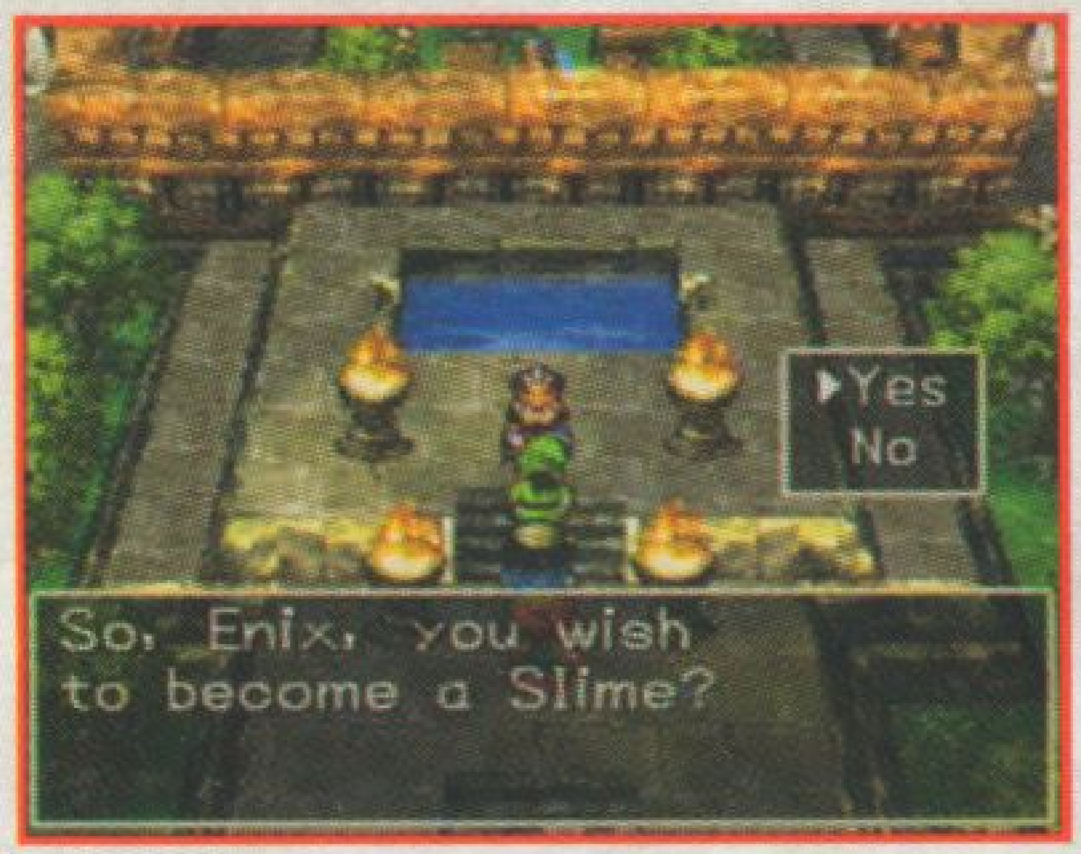
● Monster Classes

Classes/changing classes

Occasionally a monster will drop a "Monster Heart" after being defeated in battle. Get these Monster Hearts so you can choose Monster Classes. If you join a Monster Class, you will learn the spells and abilities of that type of monster, as well as gain the monsters special protections (against fire or ice, etc.).

◆ What kinds of monsters can you turn into?

You cannot join the class of every monster, but there are still many to choose from. Perhaps there are even Advanced Monster Classes?



▶Yes
No

So, Enix, you wish
to become a Slime?

▲ *With a "Monster Heart," you can feel the feelings of the monster and join its class!*

● Professional Experience System

Learn useful spells and abilities in each class

In addition to learning Spells and Abilities as you gain Expertise Levels within a class, you can learn special types of Spells and abilities depending on what types of classes you have experience in.

For example, if you gain experience as a Warrior and then switch to a Thief, your experience allows you to learn ThiefHit. Even if started in the opposite order, first choosing the Thief and then switching to Warrior, you would gain the same technique because of your Professional Experience.

● Strive for Balanced Professional Experience

Thanks to the Professional Experience System, you do not always have to master each class you join. Combining some level of experience in two or more fields will allow you to learn spells and abilities that combine the experience of the two classes.

EXAMPLES OF TECHNIQUES LEARNED WITH THE PROFESSIONAL EXPERIENCE SYSTEM

Warrior + Thief = ThiefHit
Warrior + Dancer = SwordDanc
Fighter + Mariner = BigTrip
Cleric + Bard = HealSong
Dancer + Shepherd = RamDance

The order in which one gains experience in different fields does not matter. As long as you gain experience in a variety of fields, you will be able to learn a variety of spells and abilities. You may get so much experience that you'll forget about all the classes you belonged to in the past!

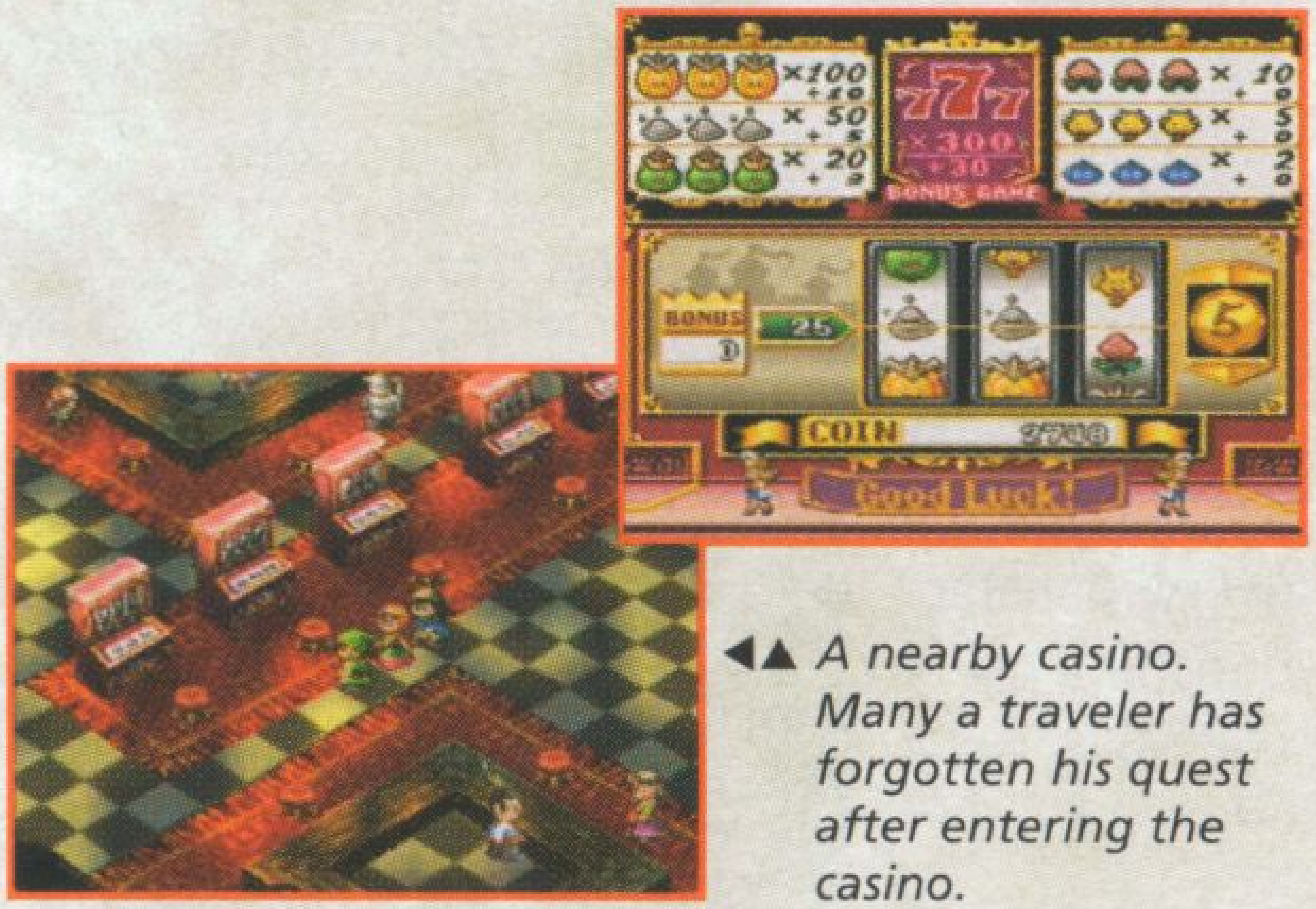
14 DIVERSIONS FROM YOUR ADVENTURE

Your quest is a difficult, uphill battle. But don't be afraid to take a break from your mission, and try some of the pleasant side games. You won't regret that you did.

CASINO

Try your luck!

Purchase tokens to play the Slots, Poker, or other games that strike your fancy. If you win more tokens, you can exchange them for items. Some items are exclusively available at casinos, so get out there and sharpen your gambling wits! But beware: King Burns warns that gambling addictions are hazardous to an adventurer's progress.

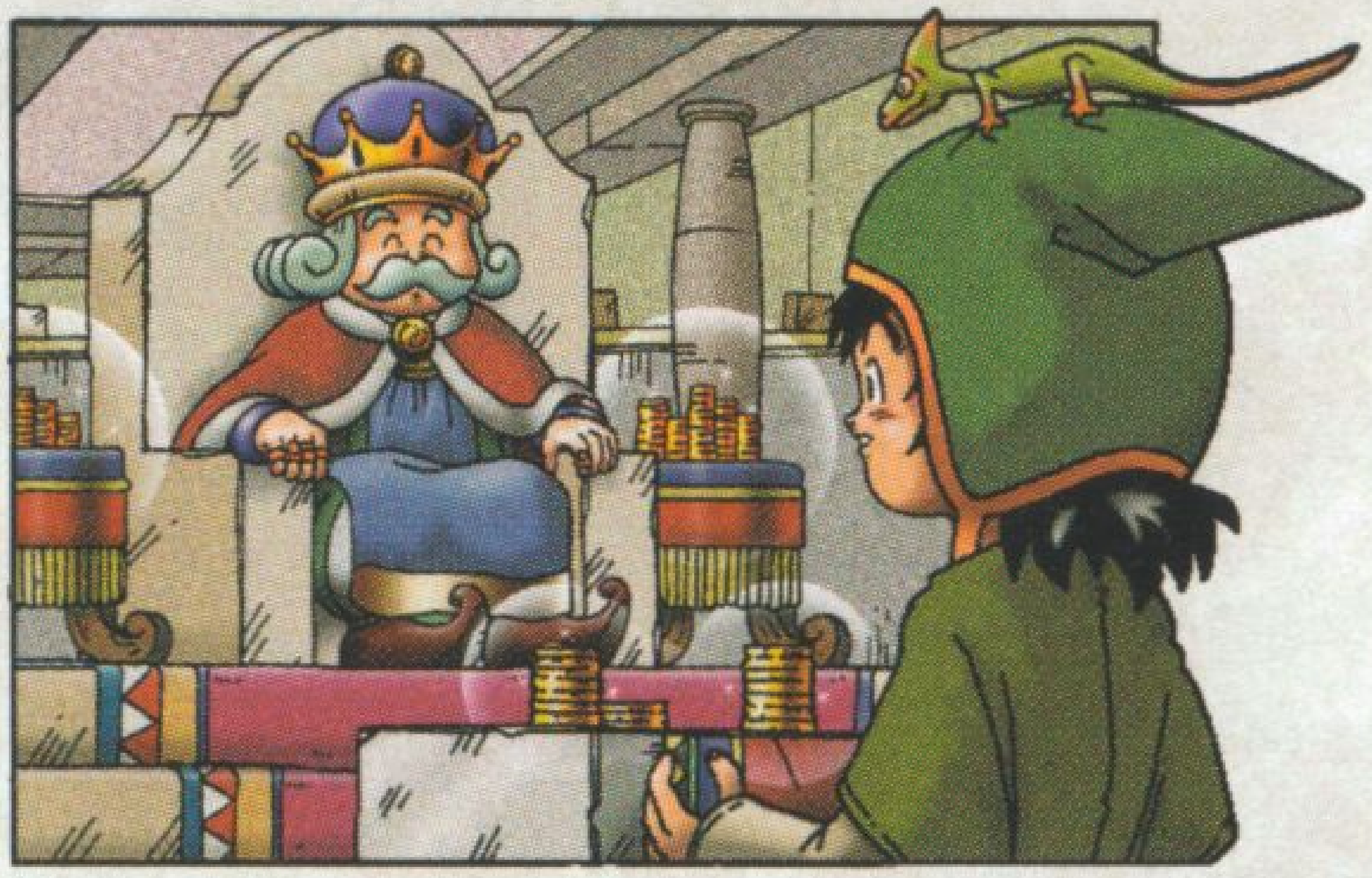


◄▲ *A nearby casino. Many a traveler has forgotten his quest after entering the casino.*

THE MEDAL KING'S CASTLE

The Secret collector of Medals

You will happen across TinyMedals on your quest. Somewhere in the world is a mysterious King who collects them. Whenever you have a few lying around bring them to him. Depending on how many medals you bring, he will share wonderful rare gifts with you.



THE MONSTER ENCYCLOPEDIA AND MONSTER PARK

Collect all the world's monsters!

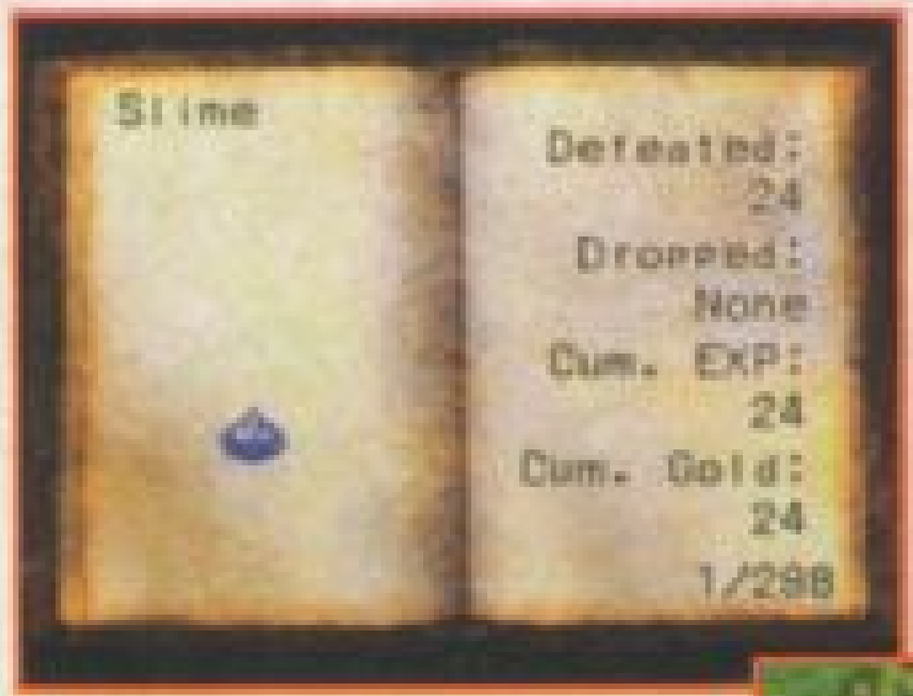
When you get the Monster Encyclopedia, a record will be made of every monster you have encountered. Create a complete Monster Encyclopedia by seeking out all of the world's monsters! And, if you find Mr. Monster, he will teach you how to befriend monsters during combat! Monsters you befriend can live in Monster Park, where you can go see them any time!

IMMIGRANT TOWN

Create your own town!

Somewhere in the world, you will find an empty plain with a single lonely old man living on it. This man's dream is to create a town on this very spot. Help him realize his dream by telling people who are trying to start their lives anew about the old man. Then they will come to live in the new land, adding to the number of citizens of Immigrant Town!

In order to trade Immigrant Town citizens, both your own memory card (with a Adventure Journal) and a friend's memory card (with his own Adventure Journal) are needed. A second memory card containing copied Adventure Journals cannot trade with the first.

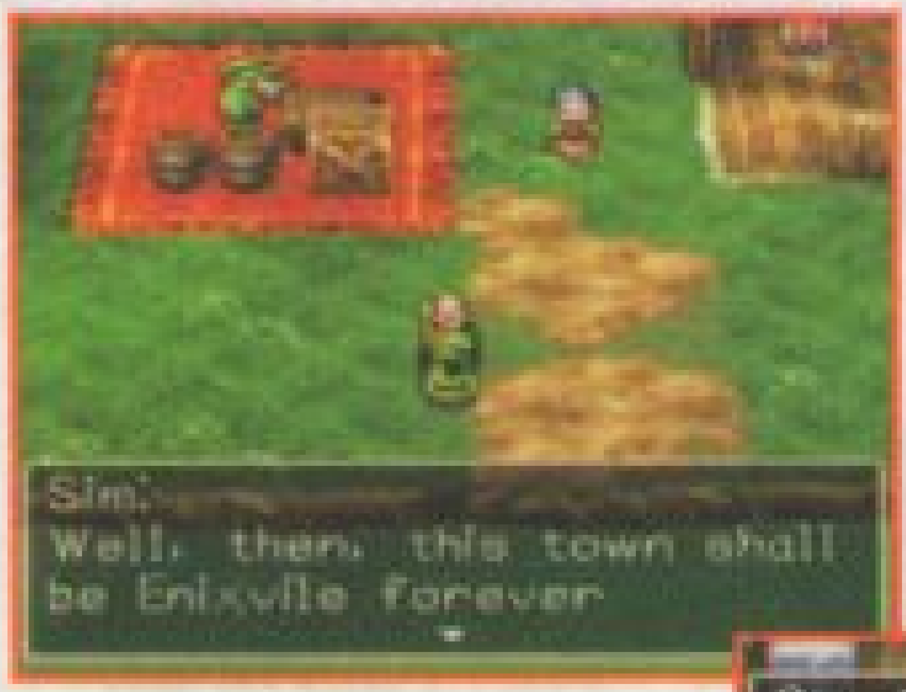


Slime

Defeated:
24
Dropped:
None
Cum. EXP:
24
Cum. Gold:
24
1/298

▲ *A record is kept of every monster you encounter in the Monster Encyclopedia. Something good will undoubtedly happen if you complete it.*

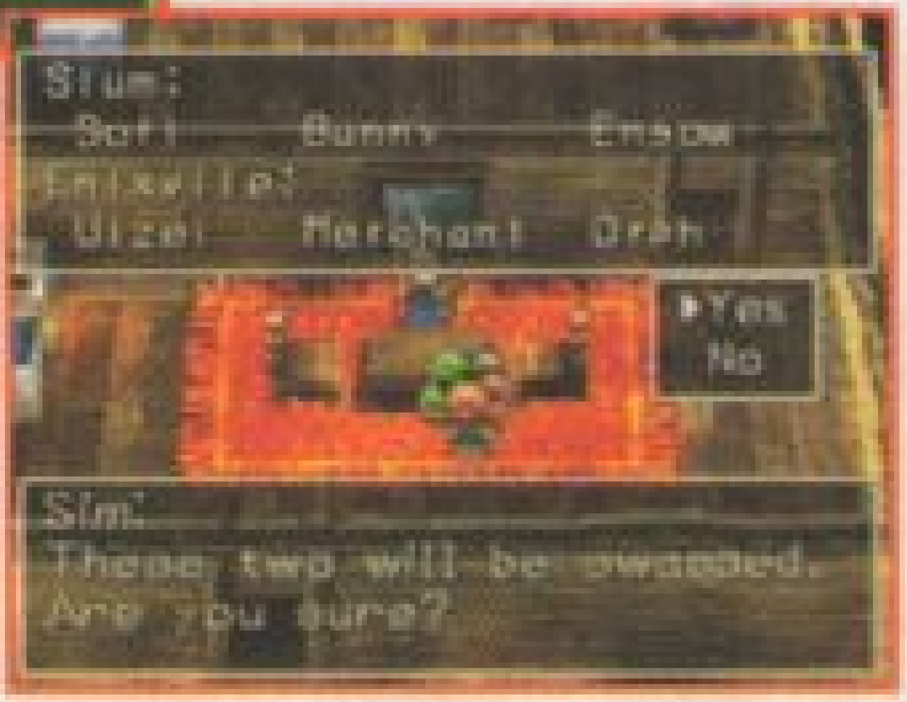
▲ *Collect all the world's monsters! If you fill the Monster Park, you may get a reward!*



Sim:
Well, then, this town shall be Enixville forever

◀ *The town is influenced by the professions and birthplaces of the people who move there.*

▶ *After your population has sufficiently grown, you can use your memory card to trade inhabitants with your friends.*



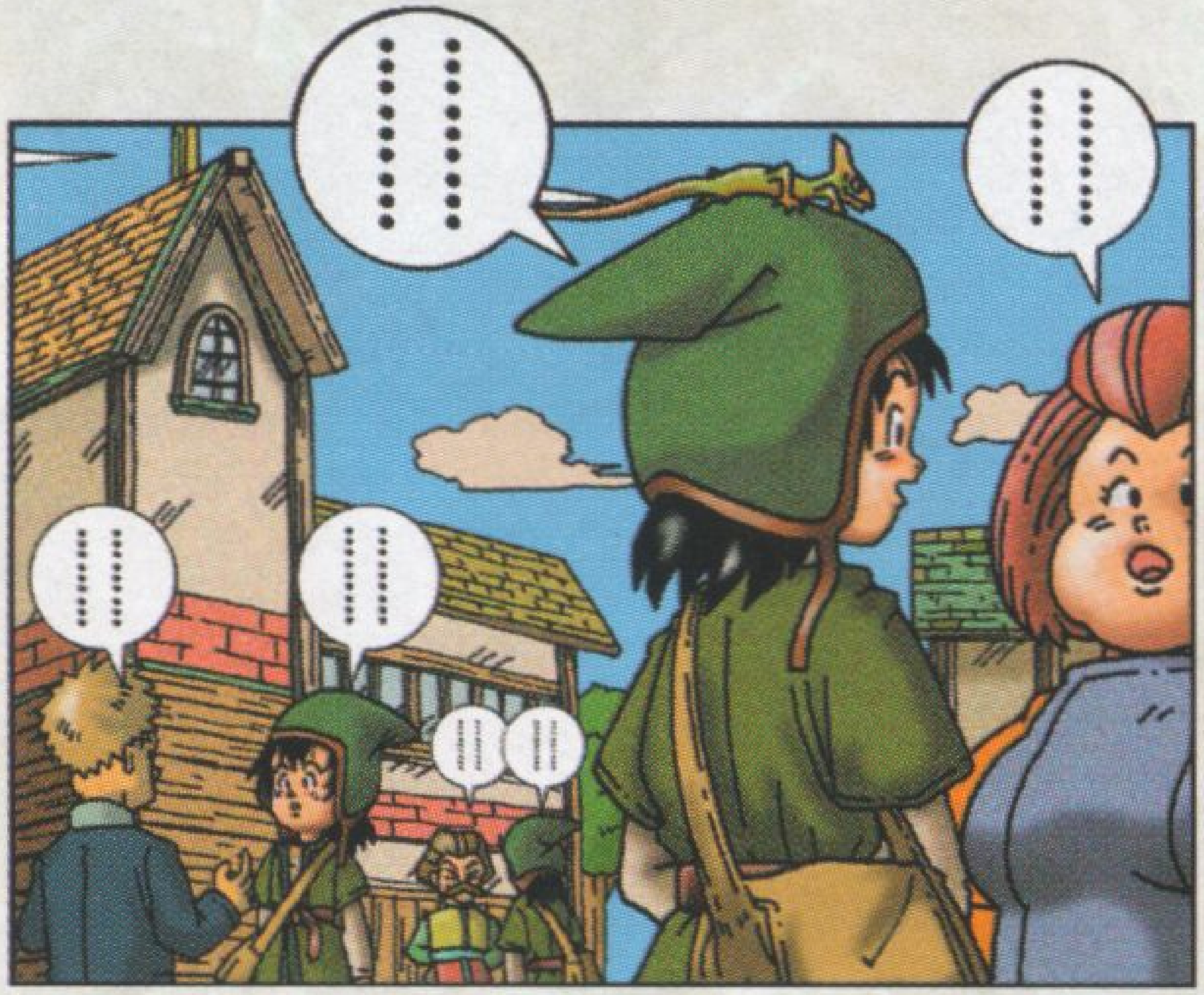
Sium:
Sofi Bunny Ensow
Enixville:
Uizel Merchant Oran

▶Yes
No

Sim:
These two will be swapped.
Are you sure?

15 TIPS ON EFFECTIVE ADVENTURING

On your quest you will face many dangers and puzzling mysteries. This section contains pointers that will help you to have a smooth, enjoyable adventure.



▼ Talk to people

Detective work is the most basic skill of any adventurer. It is vital to talk to as many people as possible. Even the same person may have different news for you once a situation has changed. If you find there is nothing you have not already heard, try making sure you have not missed talking to somebody. The key to every mystery can be found in something that somebody tells you.

▼ Use the □ button, L1 button, L2 button, R1 button, and R2 buttons to check your surroundings

When you reach a new town, first use the □ button to get an overview of the town. This should greatly help you find people to talk to and shops to shop at. Do not forget to use the L1 button, L2 button, R1 button and R2 button to check behind buildings. You may find hidden people or staircases in the shadows.

Check every corner carefully

Treasure chests are not the only places to find unusual items. Check anything, including vases and dressers. You may even find hints deep within wells, on bookshelves, or on signs or drawings. Be sure to investigate even the most slightly suspicious areas.

Take advantage of the Action Button

Use the action button to talk to people and check things while in the 3D map. The Action Button does whatever is needed without the use of menus. But be careful! You still need to use the Talk command to talk to your allies.

Remember to equip Weapons, Armor, and Accessories

A powerful weapon or suit of armor is useless if you forget to equip it. When you get a new item, use "Equip" to check the change in Stats, and equip the appropriate character. Some items have special effects, while others will curse the character when equipped. Feel free to experiment.

▼ Don't persist when you're too weak!

Do not keep fighting so stubbornly that your party is defeated. Use Flee if you think you will lose. When you begin your adventure, your Max HP is low, and the enemies' "Brutal Hits" can defeat you in one strike. Always make sure you have enough MP for restoration and escape magic, and keep a fresh supply of Herbs handy.

▼ I lost half my gold from a defeat! Guess I should've used the Gold Bank.

If your party is defeated, your gold is reduced by half. In addition, it will cost gold to revive your fallen comrades. Without gold, you cannot stay in Inns, or buy needed items and equipment. Be sure to store unneeded gold in the Bank.

▼ Make Frequent Entries into the Adventure Journal

Have you ever turned off the power without thinking first? Avoid the frustration of lost work! Anytime you arrive in a town, or are about to set off to a new area, be sure and visit a Temple and pray. You won't have a worry in the world as long as you make frequent records of your travels in the Adventure Journal.

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